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STORMING

After years of feeling the sole preserve of early the preserve of the preserv

hopes for its groundbrasking Dreamcast epic. Schenime. As mon defails of Vasurik's petproject emerge, alongside the launch of Sego Rolly 2, it's becoming increasingly clear that there has never been a game so visually ambitious. As our galley of new screens will emind you, however, there has never been a console so eminently capable of fulfilling those ambitions as Dreamcast. The eye candy and the first review of Sego Rolly 2 — can be found on page 21.

And in something of a coup, Next Generation has gained exclusive access to Sony Japan to track the progress of one of the most eagerly awaited sequels of the year — Gran Turkuro 2. PlayStation is pushed to the Umit on page 46.

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UNREAL TOURNAMENT VS TEAM FORTRESS 2. There's definitely something in the influstry betters fright now it used to be that when you industry 'multicitiver colline' you incountry.

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LEARNING CURVES

Racing games have a long ineege, but it's been only recently that they've begun to achieve the realism they've always striven for. **Next Generation** looks at the history of speed



GABE NEWELL

He used to work for Microsoft, but that got boring. Then he cofounded Valve, and he's got the horsest game going — Helf-Life. So what's (tabe Newell doing for an encore?



S3 bounces back • Sony sues emulation company Connector • Microsoft pushes Windows CE for Dreamcast . Sony shows off PlayStation 2 CPU ... maybe . Build your own fixing same



ALPHAS: 20 games previewed If it's not at least cotentially interesting, you don't need to know about it, and we don't bot looking at it. Only the best of what's coming next in computer and video games



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Learning Curves

Racing games are getting better-looking and more realistic all the time TALKI**ng**

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ENDING Next Generation brings you down easy enjoy ticbits from readers and hishlights from the past Retroview

Taking a look back Letters We love our readers NG 53 on rais 04/20

INTELLIGENCE

Game industry news and analysis

S3 ANNOUNCES SAVAGE 4

Texture compression and low cost touted



efore the advent of 30fx and Voodoo, S3 ruled the graphics accelerator market, its VIRGE family of integrated 2D/3D accelerators shipped in just about every new computer in the mid-'90s, and it held sway over the 3D world for longer than anyone ever thought possible -- especially in light of the fact that its chip was so horribly underpowered. Along with the financial success that VIRGE brought S3, it also brought a tremendous amount of negative PR; The phrase "the world's first 3D decelerator" spread quickly from journalists to gamers where it has remained ingrained ever since. So much so that even with new, quality 3D chips coming down the pike from \$3, gamers

this day, extremely wary.

there Sa's latest foray into the world of 30's Savaged. And white Sa's is very open in stating that it has no plains to compete with 30'rs controversal Voododo, early demonstrations of the chip show that it could be very much in the same balloars when it ships.

that remember the VIRGE are, to

1998, Swege/s defining feature is a tecture compression technology called STC IS3 texture compression that an compress textures down to 1/6" of their original size with very little loss in image quality. The effect of having high-resolution textures (up to 2000/2000 powels) is so

sometime in Q3. Like the

Savage3D that S3 shipped in mid-

Quake it Arens should arrive on shelves with up to a GB of extra resures for use by either the saveged or Saveged. With prices of Saveged. With prices of Saveged and sepected to be well below that of its largest competition come release — Voodood and WIDIA'S RMA TNI2 — many first-person shooter family professional or this card simply to the scard simply the second simple simple second seco

that both Unreal Tournament and

The phrase "the world's first 3D decelerator" spread quickly from journalists to gamers

impressive that when Next Generation was shown an early version of Unreal Tournament running with SSTC, several editors initially thought that they were looking at bump maps rather than flat polysons.

Although S3TC is integrated into DirectX 6.0, and the original SavagosD has been out for well over half a year, nary a game has shipped with support for S3TC. This seems to be changing, however, as S3 has informed us play these two titles. Even without S3TC, Savage4. on paper, packs a lot of power under its hood. In addition to being one of the first AGP 4X parts on the market, the new Savage has all of the features we've name to expect from a next-generation card: true 32-bit 3D rendering, single-pass multi-texturing, full-scene antialiasing, 16- or 24-bit Z-buffering, hardware bump-mapping, etc. In addition, the Savage4 will support up to 32MB of SD/SGRAM, offer hardware OVD assist and is the only consumer-level 3D chip

besides the Savaget01 to be able to accomplish single-pass multi-tecturing and tritinear filtering at the same time. Add to all this SSS daim that the Savages4 should be as much as 3x faster than the Savages10 kinch gets between 3S-40ps in Quake I at 800x600 on a PI 4SCMV4Z-besed system), and you have the makings of a very attractive bin for samers and

HAROCORE That cotton First Firsteav Wilshout

a moth ago and was fighting the first wards on Spiriturian than 3 of a suddon, the power went cut. I go through man and provide man for the suddon, the power went cut. I go through man for went to bed, its being 3 00 in the manning. The rest day when I got up the power was bed, on, or I started up FPO and the do load my gome. I long acceptate, my garme was no longer than? It seems that the power cutage had retend my germe. I was so amaged that I went and get a hermore and destroyed up my RaySubson I still regret that to this day.

Fushigiten@ed.com

Have a handcore story you want to see in **Next Seneration?** We'd love to hear it. Send it to: hardcore@ove-periodice.com



(above left) Uncompressed textures taken from Unreal Tournament and (above right) with S3TC (Savage 3 Texture Compression). The qualitative difference is obvious, but will more games support it? OEMs alike

Will the Savage4 have enough power and name recognition to shift the control of power in the minds of hardcore gamers come time for its release? It's difficult to say. While it's true that many gamers are still hesitant to give \$3

Will the Savage4 have enough power and name recognition to shift the balance in the minds of hardcore gamers?

another chance. OEMs seem to feel differently - after all, they made a lot of money with \$3, For them, an inexpensive, powerful

As stated earlier, the primary obstacles standing in \$3's way are most likely 3Dfx's Voodoo3 and NVIDIA's RIVA TNT2. This time

chip from \$3 is likely to be very

appealing: "Given the

significant share of the

overwhelming demand for

Savage4, we expect to win a

mainstream CEM designs in

president and CEO of \$3 linc.

1999," says Kenneth Potashner,

around, 30fx is intent on breaking into the same market as \$3 - it wants OBMs, and it wants them had 30fx's recent acquisition of STB is a clear indication of this Even though Voodoo3 will not have all of the cutting-edge 3D features many were hoping for, the fact remains that it has a brand presence that \$3 would kill for, and that could be all 30fx needs to stay on top, NVIDIA, bringing with it some very

powerful technology with the

TNT2, will also be a threat - not

just to \$3, but 3Dfx as well. The

TNT2 is expected to come very

close to competing with Voodoo3

in terms of raw frame rates, and, with its 32-bit color pipeline, it won't be limited to 30fx's anomaic 16-bit color patiette.

There are, of course, other worries - NEC, with its upcoming PowerVR second-generation part, ATI with its Rage 128, 3DLabs with its upcoming Permidia 3, Matrox with its upcoming G400 - not to mention companies that have vet to announce product. But all things considered, if \$3 can get enough game developers to get excited about S3TC, 1999 could well be the year \$3 makes its triumphant return to the market it helped create.

PLAYSTATION 2 SHOWS ITS GUTS — MAYBE

Toshiba and Sony's Ken Kutaragi unveil a new chip



v the time you read this, the recent International Solid State Circuits Conference (ves. there is such a thing) will be over, and Sony and Toshiba will have jointly displayed their latest mirmorrossor The specs - and the fact that SCEI president and inventor of PlayStation, Ken Kutaragi, was scheduled to be one of the presenters - are certainly intriguing.

The 250Mhz processor has a CPU core with 128-bit multimedia. extensions, 10 floating-point multiplier accumulators (MACS), four floating point dividers, an MPEG2 decoder, a 10-channel DMA controller, and 128-bit. internal buses (which it's important to point out, doesn't necessarily mean the processor itself can handle 128,hit words) Although no application was named for the new processor, the specs more or less speak for themselves. To begin with, the sheer number of floating-point

natural for massively complicated 3D calculations. By way of comparison, the Hitachi SH-4 that Dowers Dreamcast has four floating-point

multipliers and is considered to be an exceptionally impressive performer in 3D math ithe comparison is actually a ittle unfair since the fmuls, or floating point multipliers, in the SH-4 work differently from the MACs and dividers in the Toshiba-Sony chip, but there's little doubt there's a certain amount of oneuppling going on here). As for the MPEG2 decoder, there's only one reason to include it: DVD support.

At press time, no one at Sony would either confirm or deny that this processor will form the heart of PlayStation 2000. It may simply be that Kutaragi, who has always been an engineer at heart, may simply have wanted to speak about a hot new chip. But with such clear 3D nower MPEG2 and multimedia extensions it definitely seems. tailor-made for the job.

WHAT IS IT? Alona with Cine on Cine, this shoots



SONY SUES CONNECTIX

Suit raises questions about



Apple's new 63 Macs are perfect for PlayStation games

IT IS Sly Fax for Apple I and



virtual Game Station can replicate almost any controller setup, and it's the "almost" part that officially has Sony riled Mac-based PlayStation emulator. Virtual Game Station, Spray charges that VGS violates sony's intellectual property rights. Interestingly, Sony's complaint does not explicitly state that the emulator itself is a violation of Sony's patents, an apparent acknowledgment that VGS was successfully reverse-engineered, but rather alleges that the poor performance of the emulator, and the fact that it can be used to bypass Sony's copy protection. violate the IP rights of Sony and third parties. Specifically, Sony alleges that VGS violates Sony's and third-party publishers' exclusive right to decide when, where, and how a same is displayed and that

now a game is displayed and that the low quality of the VGS presentation may harm the PlayStation brand in fact, a Sony insider recently tool Next Generation that Connectic approached Sony about getting the company's blessing for VGS, but was rebuffed, allegadily because of

the "poor quality" of the emulator. Sorry's case is supported by the IDSA, whose position on unificensed emulators, according to Kathleen Karg, director of IP and public policy, is that "emulators whose sole purpose is to play games originally made for one platform on another ... infiringe on the rights of the software owner, because the software owner has the software owner h

64 "back-up" units do, the case was

"That's probably sony's best bet," said another expert. "But the test with be 'are consumer suryer, VSS knowing all the facts," And if shey are, and they known what they're gotting, then it's "buyer bewein." I don't thirk Sony can test anyone not to pays comewhere because the game work took a good." Outdoor her whose segond "Outdoor her whose segond could not use on the psychological between the country of the or time of the psychological between the country of the or the psychological between the country of the or the psychological between the country of the or the psychological between the country of the psychological between the country of the psychological between the psychological

As for Connectix, the company server exceptionally confident about its legal position. "We don't think we've violated any of Sony's intellectual property rights," said sopkisspessin Roy McConsid. "We've been in this type of business for 10 years, and we're careful about respecting companies' in in

Major intellectual property case law that could affect the entire industry could be set by this case

weak: "Histonically" said one "just because a technology can be used to initinge is not a good enough reason to enjon a company from producing or selling a. "The expert points out that copy machines, tape recorders, and with players could all be used both to infringe and for legislander purposes, but that none were banned. (A request for a preliminary injunicion against.)

rejected by a federal judge.)
What about the danger of damaging the image of the PlayStation brand by presenting an inferior implementation of the PlayStation playing experience?

the process of developing and marketing product." McDonaid claims it was only coincidence that the company announced a 1.1 upgrade just after the suit was filed.

With the only possible precedent for this case being necedent for this case being necedent for this case being neceded to the case being which case the case of the case (Almanda Island to prove as claim that Game Genie would diminish the good name of NES by making games too easy, major IP case law that would affect the entire computer and videogame industry could be set by this case Next Ceneration will follow it cosely as it progresses.

STOP PRESS: As this story went to press, it was announced that Sony's request for a temporary restaining order was rejected by federal judge charles Legion and Francisco. This means that the court observations are possible infragment by connects so ogregous that it has to be stopped immediately Sony can, and repressable but in the meantment operation of the present infrarchine as soon as possible, but in the meantmen connective can, and with, continue selling and supporting Whalls Claims Sony.

MICROSOFT CHARTS DREAMCAST STRATEGY

Microsoft unveils its strategy to lure developers to Windows CE for Dreamcast

hroughout the development of Dreamcast, Microsoft has been viewed by many as the least important partner -serious developers would use Sega's thin OS, went the conventional wisdom, and only ports and quickie development projects (casing games and the like) would use Windows CE as the operating system of choice. Microsoft is out to change that impression and has recently announced its Windows CE strategy for Dreamcast.

The goal is to be "small, thin, and fast," says John Jordan, product manager, explaining that Microsoft has removed as much extraneous material as possible from the OS for the Dreamcast version. Gone are things such as printing APIs, the GUI, support for Windows dialog boxes, etc. What's left? Robust networking

modified version of DirectX 5 (Microsoft was reluctant to give it a version number - some developers say it is \$.2, others \$.9) that incorporates support for

The rumors of an 8MB memory hit for using WinCE are greatly exaggerated, says Microsoft's John Jordan

almost all of the hardware features of the PowerVR secondgeneration graphics technology that drives Dreamcast, Also added is support for Dreamcastspecific features such as RAM packs and various Dreamcast controllers. Key loops are written in assembly for Hitachi's SH-4 processor. "The bottom line is this is highly optimized for Dreamcast," says Jordan, The rumors of an 8MB memory hit for using WinCE are greatly exaggerated, says Jordan, explaining that the maximum

> DirectX configuration. although developers who write custom 3D routines can get that down to around 1MB. Sega Hudson, and Konami

have already committed to using CE for at least some products (more publishers will have been announced at CDG), and Microsoft hopes to woo others with its integrated development environment. In a

(Dreamcast) first, then port to Windows 98. Not even Microsoft expects everyone to give WinCE a try, but it's clear from the specs that anyone who planned on writing off WinCE for Dreamcast would do well to take another look

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Some of the biggest, coolest technology companies in the world are searing up to bring their latest and most powerful high-tech systems to an arcade near you. Lucent Technologies (formerly Bell Labs) and Compaq Computer Corp. are working ractive to create a satellite mes. With Agora taking the ad, the system of networked player stations - called GATE will offer everything from multiplayer, online gameplay to game contests, email, and eventually full-blown ecommerce Remarkably new game titles could arrive on the screens on a daily or even hourly, basis, thanks to a satellite-downloading

Agora's CEO, Andrew Prell, says the company plans to license existing PC games as is with them run smoothly on the brawny system. (In other words, no more "Goodbye!" from AOL when you're in the middle o chasing down a bad guy in Duke kem (or any of the latest hits). "More than 1,000 PC games are introduced each year, and our ability to deliver multiplayer gaming through a network of interactive klosks is very potent," says Prell, "The Lucent collaborative video game system creates a transparent experience for all game players, who are not aware of the (supporting network)

delivery system.

If Agora succeeds in this daunting task, it will have realized the promise that Microsoft, Intel, and the startup National Amusement Network have been talking about for vears. Lucent will integrate its "Lucent Collaborative Video" platform into Agora's GATE terminals. This is a network system that Lucent says will provide an "unprecedented lowbandwidth, low-cost, highbroadcast-quality IP desktop

platform providing up to 16 independent video windows without the need for a prohibitively expensive multi-control unit." Look for Agora's first units in top arcades by fall 1999

ARCADE HITS FOR SPRING

One of America's top arcade experts - a guy who gets to test the first units of every new game around - said the most popular arcade games of spring 1999 will be led by Sega's House of the Dead 2: Defuse, which is currently drawing twice as much play as its prequel. Other stellar performers include Namco's shooting game Time Crisis II and two sit-down games from Seza, both based on movies: Star Wars Trilogy and Jurassic Park: Lost World, "They're so arcade whiz

MIDWAY SEES **ARCADE SALES**

STABILIZING The arcade market has been now, but Chicago's Midway Games says the bleeding may have stopped. The bad news: revenues for sales of coin-op revenues fell about 25% compared to the same quarter of the prior year But, Midway says it's got a strong lineup for this summer and fall, so the rest of the year ought to hold steady as (Wedbush Morgan Securities), newsmagazine Red Herring system for remote interactive video gameplay is a hit. "In the markets where it's been tested, coin drop has increased three to four times," Lin said. Wavenet is up and running in about 50 California arcades, Illnking up Atari driving games for head-

to-head action

DONE WITH DIABLO:

Two former Blizzerd boys

form Click Entertainment

onsidering the success of Diablo, it's no surprise that two members of the development team have recently formed their own company, Click Entertainment. Based in San Francisco, Click was recently started by Doron

Gartner and Ben Haas, Gartner, a veteran coder of 11 years, was a senior programmer on Diablo, responsible for all of the Al. and some tools and graphics engine development. As an animator with Blizzard North, Haas animated the monsters in Diablo (including Diablo himself), created soell effects, and led the cinematics team.

Gartner and Haas spent several months concentualizing for Diable 2 design of their previous game. "The player begins with seven samurai," says Gartner, "of which he can take out a party of four." Players can control one character but can also set others to ambush or guard. "It's like calling plays in Madden Football," says Haas, "Maybe you'll send two guys long and keep two

back for protection."

In an early demo level shown exclusively to Next Generation, players could lead a samurar into combat against undead soldiers. The level was set inside a palace decorated with solattered blood and highly detailed murals When a player killed an enemy soldier, the decapitation animation had the



"Click Entertainment" was chosen by Gartner and Haas as it didn't limit the company to kinds of games or a particular medium

before they left to pursue the creation of an action/RPG title based on the fantasy of feudal Japan.

"We're very big fans of Kurosawa films," says Haas, So much so that the project code name, Throne of Blood, was snatched directly from a favorite Kurosawa film. In the game, players control a group of samurai that must defeat an army of undead warriors and mythical beasts spawned by a warlord-turneddemon. The gameplay will be similar to Diablo's, with a familiar camera angle and point-and-click fighting. But what separates it from Diablo are squad-based tactics that

expand on the single-character

soldier's hat hitting the floor before the head landed neatly in it. Designer Koji Goto is writing the story in Japanese. The game will feature Japanese voiceover, and players may have the option of listening to badly dubbed English or reading subtities. The game's online presence will be more like Dungeon Reener than Pattle-Mot

Click's nine employees are developing the game for Acciaim Entertainment for release next February, and they didn't bdy up their less-than-palatial workspace before our visit. Encouraging - for unlike some overfunded developers with nenthouse offices. Click knows it's the game that's important



I LIVE.













If you've ever looked at a fighting game and said, " I

could do better than that," well, now's your chance





The fighters themselves aren't that exciting a bunch, but you can make them move any way you wish

A soil's Fighter Maker, currently in release in Japan with a U.S. release set for the early summer is a landmark title in the console market White PC games have long had any number of utilities for modifying their games (skin and level editors for Quake II, for example), Fighter Maker is the first game creation tool designed for PlayStation.

Behind it all, Flehter Maker is a fully functioning - if not exactly inspired - 3D fighting game, with 20 varied characters with 68 moves each as well as 10 backgrounds. However, as its name suggests, its ormary function is as a kind of "3D Animation 101," allowing you to edit each fighter's moves, or even create whole ones from scratch using traditional 3D keyframing, Naturally, this is a complex process, but the tools and techniques used in Fighter Maker are identical to the basic animation tools in 3D Studio MAX. Lightwave, and other professional softwere, and it makes an excellent

introduction to the ideas and concents behind 3D animation. For people who want to dip their toes in and see what it's like this makes it possible to do so without expensive hardware and software Each character supports 260 frames of animation, divided into categories including nunches. kicks, throws, resting animation, and victory and defeat sequences (throws being a special case, since you have to animate how the enemy moves as well. The interface is complex, but in fact the process is more streamlined than in many 3D

animation packages (if only because the application is so specific). Once you've animated the character, other tools enable you to adjust how much damage a move does, its range, what joypad and human combination performs it and even what sound effects it makes

More advanced tooks enable the user to program the character's Al while he or she is an enemy in oneplayer mode.

In fact, the only thing about a character you can't change and edit is its physical appearance - due to PlayStation memory limitations, adding a polygon and texture editor simply isn't possible Still, with 20 to choose from, ranging from the usual Shaolin Monk and Special Forces cast-offs to an afro-headed '70s hipster, you're not lacking for character types. True, they're all somewhat generic, but it suits the nature of the product.

It will be interesting to see how well Fighter Maker will sell, who will buy it (the package has only just been released in Japan, and no sales information is available), and what kind of impact this will have on the console market. If it's a hit, will other "maker" titles become available? Ascii already has tentative plans for RPG Maker -atthough the thought of entering all that text by using a controller to select letters sounds tedious to us.

Which may be, in the end, the deciding factor; accessibility. Producers at Ascii freely admrt that one of the biggest challenges is going to be getting the huge manual into a package with the disc, for release into a market that's notorious for anti-manualreaders Still for all those gamers who complained they could do better, they now have a chance to prove it.





ne tools and techniques und in high-end nackages





s can even create moves that aren't physically possible, such as ding joints the wrong direction, or hanging in mid-air

CLASSIC **GAMING EXPO**

year's World of Atari show in Las Vegas, the promoters have decided to make it an ennual event. The rechristened Classic Gaming Expo will feature two days of pure nostalgis, with classic systems, games, auctions trading, memorabilia, and speakers, including Ralph Beer, creator of Magneyox Odyssey, and Nolan Bushnell. The show will take place August 14-15 at the Plaza Hotel. For more details see http://www.cgexpo.com.



Balph Baer, the father of the first home videogame system, Ithe Magnavox Odyssev. 1972) will give the keynote astounding engineering career has earned him 150 patents

SAVE THE DATE: STAR WARS

On March 25, 1999, at 12 01 a.m. Eastern Standard Time, turn on your computer and point your browser to http://www.next-

generation.com, where Next Generation Online will reveal the first official details and screenshots of the new Star Wars: Episode / games from LucasArts Then get ready for the story only Next Seneration could bring vou in NG 53



STUDIO



From the mouths of babes teleconference held to announce Acclaim's year-end earnings, Acclaim CEO Greg Fischbach stole a year's worth of his own PR department's thunder by discussing the company's largely-unannounced product lineup for '99. Direct from Fischbach's mouth: Turok 3 and South Park 2 for N64, with Turok 3 likely hitting before Christmas and South Park 2 following in early 2000. Sure.



no-brainers, but he also Velocity, both of which are leved to be PlayStation and N64 titles, Based on the Acclaim comic book about a team of bio-mechanical soldiers, Armorines is an action title being developed by Probe, and will use the Turok 2 engine as a code base. Probe is also working on Velocity, a hoverboard racing game. Let's hope it's better than GT Interactive's Streak

Imagineer's hard at work on a PC title bound for Dreamcast and PlayStation. The game, entitled Expendable, is a 3D third-person shooter played

from a top-down perspective The game pits players against alien invaders and is due this May Let's hope it's better than Activision's Apocalypse

On the subject of Activision, the company also has an interesting product line-up for '99. But don't hold your breath for the company's first Dreamcast title because it's currently scheduled to be 70y Story 2 and will also appear on N64 and PlayStation. The N64 and PlayStation will also get Tarzan, based on the animated Disney film, in development by Eurocom. While the game is



likely geared to younger gamers. the early reports are the graphics for the PlayStation version are very lush and similar to Crash Bandicoot's. The N64 and PlayStation are also getting two sequels. Viellante 8: Second Offense and Nightmare for PlayStation? How about a Psygnosis Spice Girls game

And speaking of Psygnosis, the company has confirmed the PlayStation development of



WipeOut 3. However, by the time the game is done, Psygnosis will be operating under Sony Computer Entertainment Europe (SCEE). All of the Psygnosisowned development studios now report to SCEE's VP of Software development, Juan Montes. Let's hope this restructuring works better than Virgin's.



And like a Virgin, Madonna acquiring the U.S. film rights to Square's Parasite Eve. There have been mixed reports, and ed the deal. The idea of flames during one of her concerts may sound appealing, but if Madonna does make the n, let's hope it's better than Desperately Seeking Susan



is rumored to be working on a sequel to Mission Impossible for Dreamcast, "I wouldn't rule a Dreamcast port out in the future, but there are no plans at the moment," says one infogrames issary. However, Infogrames has confirmed a port of the Nintendo 64 game to the PC. PlayStation, and Game Boy Color German-based X-ample will produce the PlayStation version, white Indian developer Dhruva Interactive is tackling the PC version. Both games will contain various enhancements, including sampled speech, as well as new levels. The PlayStation version is expected to be ready first. When might we expect to see it? At the earliest, sometime this fall.

BIG IN JAPAN

Next Generation reports from the Eastern front

Batteries not included

It's not the first time, and it worsh be the set. SM, we core paint company, but been schooled by the energy career company, but been schooled by the energy career so, usually as section what is rather, but sind or fourth in the born of caree sky, ober, but such or the son or fourth or main fairbar at the Evey, come Show — beauting a clear cressen and the Evey, come Show — beauting a clear cressen and set Evey come Show — beauting a clear cressen and set Eve Could be a set of the Could be a set of the

Not to be deterred, she has efficiently amounced its more contributed. — here does Postato Con Bessite a 6-16-bit processor and a 146-color some firm in potential of 2000 and will be a some fiften in potential of 2000 and will be a some fiften in potential of 2000 and will be a some fiften in potential of 2000 and and a firm in the least you had not been a some firm of 2000 and a firm in the least you had not been a firm of 2000 and 2000 and



g of Fighters (top), Pocket Tennis (bottom right),



ockwise from top seball Stars, to 21, and the st machine sim erry Master. ese titles are likely to cause atlando too many



Pocket Color Tech Specs



CPU: 160s Display: 160x152 TFT Colors: 146 on-soresn (4,096 total) Battery Life: 40 hours Options: Wireless Communication Unit

Dreamtest adapter IVMS competible)

Announced Titles:

King of Fighters 2

Neo Dragons W Cherry Mester Pooket Tennis

Tsunagete Pon Baseball Stans

Neo Baccara Neo Mystary Bonus Puzzle Bubble Min

SELLING BIG IN JAPAN THIS MONTH

- 1 Crash Bandlooot 3 (SCE) PS 2 Bassing Landing (ASCI) PS
- Bragon Guest Monsters:
 Terry's Wonderland (Enx.) GB
- 4 Tales of Phantasia (Namco) PS
- 5 Pokemon Cards (Nintendol GB
- 6 Sonic Adventure (Sege) DC 7 Simple 1500 Senies
- Vol. 1 (MCP) PS 6 Chocobo's Mysterious
- Dungeons 2 (Square) PS Street Fighter Zero 3
- (Capcom) PS 10 LQ, Final (SCE) PS

An the lukewarm reception received by bomberman 64, hudson's listed attempt can be nevered as other a welcome opportunity to get it right or another nail in the coffin of one of the industry's most beloved franchises, depending on your perspective.

Use its productions of, but all monitornan 2 states of productions of, but all more in a Mind-legal bounds—only the time, haddon in hough go make amends with a period on the legal being used on the control of the states of the legal bounds and the legal bounds of th

area, dominantal value early contact and a based bornes or defeat the enemes and solve environment-based puzzles. Sill in the early stages of dovelopment, despite an amounted spring release date, Baku Bonthorman 2 will need to be more than just another star vehicle for I haddon's most famous creation if it's to make its mark and avoid being just another misfile. [X15]







Hudson's ubiquitous hero returns for a seq This time around it's back to basics

THAT'S

Sony Japan is currently running a series of ads to promote its PaPappa the Pappar sequel, Um Jammer Lammy (see page 50). The rapping dog has been addited this time around, replaced by nock-chick

replaced by rock-thick lamb "Lammy." In the ed, PeRappa is seen watching TV when he sees Lammy on screen. He immediately forgets his pressing appointment with a nearby lamppost

pressing appointment with a nearby lampost and falls, love-struck, in front of the TV set — his pupils the shape of hearts. Not only does love "know no color," it seems, but it's pretty broadminded when it comes to interspecies relationships....









The Tokyo Treat

ingmatic systems diveloper leavy in ordered of or my program of the program of th



What's cooking? D2 heroine Laura and Warp boss Kenji ino invite you to dinner — just add hot water

THERE IS NO COMPARISON

The Tenchi Muyo OVA DVD Ultimate Edition

 3 Disc set contains Tenchi Muye Encyclopedia 3.0 containing detailed information and production materials for each Tenchi Maye series including the new Tenchi Muye Feature coming out this Spring in Japan!

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Next Generation tracks the progress of Sega's dream machine

Under Cover



owerstone .	Capcom
MARCH	
Monaco Grand Prix	Ubi Soft
Blue Stinger	Sega
Buggy Heat	CSK

Cho-Hamaru Golf

Under Cover

1999	
Climax Landers	Climax/Sega
Shenmue	Sega
King of Fighters '98	SNK
Maken X	Atlus
Carrier	Jaleco
D2	Warp
Grandia 2	Game Arts
Gundam	Bandai
Let's Make! (Soccer)	Sega
Let's Make! (Baseball)	Sega

E.G.G Hudson
Geist Force Sega
Virtual On Oratorio Tangram
Virtual On - Side Story
Star Gladiator 2 Capcom
Psychic Force 2012
Giant Slam Wrestling Sega

Puise



Like AM2 boss, Suzuki, Developer Pulse Interacti believes its latest title will appeal to "light users

this case Pulse Interactive.

Echoing Yu Suzuki's Shammue sentiments, the game's producer, Masuyusa shi ƙawa, was keen to emphasee this this Aesderf Eyil-style 20 adventure would appeal to "light users" — the mass-market audience Sega perceives currently to be the sole preserve of PlayStation.

preserve on Paysastrout.
The game takes place in Tokyo in the year 2025 and is vasually very similar to alive Stinger. Featuring a female lead distractor in the form of Detective Kei Samejime, Under Cover's inspired by a famous Japanese novel of the same name, the gist of which seems to be along the

lines of a cop thriller involving the Malia. Sporting lies when common grammeton and a somewhat simplicitic combat system bush once to draw your weapon, twice to aim, and three times to shootly, the Japanese press — though eager to support the "hew" Sega — appeared to give the title a disclodely blawwarm recognor. It remains to be seen whether Johan Cover, mapined as it is by a book it is best selfer in the making, or nothing more substantial than an apport read.



Like Blue Stinger (which it closely resembles, graphically), Under Cover is set in a futuristic city

Pulse's Under Cover falls somewhere between D2 and five Stinger, with a little Resident Evil thrown in for good measure. It received a lukewarm reception

Yu Suzuki's anticipated opus nears completion

Shenmue





mue lead Ryo Hazuki gets to grips with multiple opponents in the Dynamite Deka-inspired Quick Timer mode

A fier a tightly orchestrated unveiling, Segal's most annopated fand most important Dreamcist title is edging closer to completion. As more details emerge, Shennue is looking increasingly deserving of Yu Suzuki's entitusesm.

The plut, though sall statisty, concerns the lives of the character.— Put-plausit and find Stretum. The main protegomes of the story is Ryo-Hausi, who shared me more protegomes of the story is Ryo-Hausi, who shared me concerns one of the story is Ryo-Hausi, who shared me concerns one of the story and the stor

The previously reported Quick Timer Events mode is now known to be a significant, but this riskully relatively small portion of the game. Inspired by Segri's coin-op Dynamite Deka (Dynamite Copt, the Single-button 'choose your path" navigation system comes in to play at key points, but will not be used to resolve all combat situations. Sega recently confirmed the inclusion of VF3style combat in the Play mode — the fully 3D system that makes up the majority of the game.

Security games are known for three processors controlling and flow of the controlling flows, controlling flow will be through a comprision of the D-paid and the salling sect. The D-paid morest for changeds, and the names control is used for bothing around and providing cames control in the shaddler states of work in practice is effected by the control of the paid of the control of the practice of the control of the control of the paid of the control of the control of the control of definition of the control of the control of definition, so that on on the same sets of the controller.

if Suzuki can resolve the doubts surrounding the controls, Shermue could prove to be the letter app Sega needs to make Dreamcast a real object of desire amongst both the hardcore and the mainstream of the gameplaining public.

PUBLISHER Sega

ORIGIN

Japan

Sega (Sonic Team)

RELEASE DATE
Out now (Japan)





An integral part of Shenmue is making money for your character through street gambling











els of the models and of the environment are breathtaking, and the expressions on the faces of the characters change in realtime

tp://www.tgn.com

Far from parfect, but still one of the best recinq experiences ever

Sega Rally 2

PUBLISHER
Sega

DEVELOPER
In-house

Out now (Japan)

ORIGIN
Japan



Graphically, Sega Rally 2 looks crisper on the Dreamcast, but loses some flair due to draw in and frame drops

hen Sega Raily 2 first debuted at last year's Tokyo Game Show, it was far from impressive Hempered by bland graphics, polyong filtones, and pop-in problems, Sega reportedly locked the conversion team into a room, requiring 24-hour shifts until the game was reworked into something playable. The overtime paid off.

As first-generation games go, Sega Pally 2 is an impressive conversion. The Desirncist version runs at a slightly higher resolution than the Model 3 arcade edition — just enough to make the gravel seem that much crisper, what's more, just about all the little flourishes present in the arcade are here, including car weathering, subtle headight effects, an excellent animated reflection map on the windows, and the occasional person running across the track for a quick photograph.

such alluring aye carely doposit come without a cook however when performing flyshopped manuscuster near large objects, the framewise will necessity doos amough country large perspective of the country in to an impressive delance, but it is still present to a necessity of the composition of the country in to be flar, the come on was just as both in this respect, but it is a name that they are remail starter lead to fraite houseby lives from a come of the country of the country of the composition of the country of

resolution Nintendo 64 — hardly the desired effect. Minor glitches aside, Rally 2 is possibly one of the





Hardcore rally fans may quibble, but for an arcade racer, the control is plenty realistic, and the varied environments are surprisingly deep

As usual, AM2 has flawlessly captured the off- and on-tarmac raily experience. Analog control is excellent, with analog steering, brakes, and acceleration, which delivers one of the most realistic driving sensations vet. seen. Without the alarming framerate stutter, it would have no competition. There are five basic modes within the game: Arcade, 10-Year Championship, Time Attack, 2-Player Battle, and Network Play Arcade mode is a faithful conversion of AM2's original version, where racers can compete on three courses - desert, mountain, and Riviera. While all the options normally locked in arcade mode are available for the Dreamcast, it's a shallow substitute for the real meat of the game - the 10-Year Championship.

Sega's made impressive progress in adding depth to its arcade ports. The Championship gives players the concerturity to race through 16 standard courses in six different environments - desert, mountain, Riviera, muddy, snowy, and isle racing. Predictably, each environment caters to different driving styles and cars, but the courses are cleverly designed, and make for a lot of exciting driving. Players can also customize their cars to a greater extent. Unlike the arcade option, cars can use different-speed transmissions and change a vanety of parameters, including twelve types of tires, gear ratios, shocks, and brakes. Winning each year unlocks a new car. adding more replay value to an already deeper-thanaverage game.

Perhaps Sega Rally 2's greatest blessing (and curse) lies in its steep learning curve. To play through a game is easy. To win is almost inhumanly difficult. It's clearly



geared toward expert gamers, requiring thorough knowledge of the car, the system, and the controls to eke out the extra few seconds that make the difference between fourth and first place. Drivers will find that even one or two bumps against a wall will cost them the year - even on the easiest levels. The fun isn't diminished, but to move further into the game requires a serious time

As Sega's third Dreamcast title, Rally 2 is an impressive demonstration of the Dreamcast's potential. Graphically brilliant, damn fun to play and deeper than any previous port, it is, like Sonic Adventure, so close to perfect that the flaws stand out in contrast. In the end, it's a solid conversion that could've been spectacular if it had only been released a little later. Expect Sega Rally 2 to get a full tune up before the U.S. version ships

commitment.







Sting's first Dreamcast title advances the status quo and not much else

Evolution

EODMAT Dreamcast PUBLISHER ESP DEVELOPER Sting

> RELEASE DATE Out now (Japan) ORIGIN Japan





Although it's still a traditional RPG, the graphics are a step up from anything seen in the 32-bit era

volution may become the benchmark by which all other RPGs are judged. Not because it's technologically advanced or graphically spectacular, but because it's perfectly average Sting seems to have lifted a page from Camelot

Software's Shining Force III in making this game. While it has crisper edges, higher resolution textures, and characters designed from polysions instead of sprites, it remains largely indistinguishable from any overhead. polygonal, turn-based combat RPG on the Saturn. In fact, it's guite apparent that the designers started work on Evalution before the Dreamcast specs were even finalized. as it displays none of the graphical flair or complexity that Climax Landers possesses even in its nascent state. Exploring the randomly-generated mazes with simple

repeating-tife graphics is reminiscent of a high-tech version of the classic low-resolution Atan dungeon explorers.

It does have its charms, though. The designers have made an honest effort to incorporate the Dreamcast's graphics power into the game, with impressive particlebased spell effects that challenge some of Square's better Final Fantasy efforts. Neat touches such as an excellent automap system and a flexible spell development system show that Sting is keeping abreast of the advances in RPG interfaces. Finally, even basic dungeon-delving is addictive enough to become a habit - just one level is never enough.







From Software abandons PlayStation exclusivity,

Frame Gride

B asking in the glow of its successful giant-robot beat-'em-up franchise Armored Core on PlayStation, and with a second sequel to the game. Armored Core: Master of Arena, now underway, From Software is gearing up to release Frame Gride, a Dreamcast spin-off of sorts from the popular action senes

Giant robots still take center stage in this title. although the main focus here will no doubt be the oneon-one combat mode, which will utilize a local solitscreen display and additionally enable two players to link-up via Dreamcast's built-in modern. A traditional story mode, which will feature four separate story. lines, is also in the cards. Players will be asked a series of questions that will determine which path they'll embark on

In common with the Armored Core titles, the game sports the essential robot upgrade system, which involves a seemingly limitless array of different heads,



Even in its early form, Frame Gride runs the g of Dreamcast's impressive environmental effects



Best known for its Armored Core series, From Software's first Dreamcast effort falls under the same heading; glant robot combat

torsos, arms, legs, and other various components for each Frame Gride, as the tanks-on-legs will be referred. to this time around. The developer has expanded upon this system by including various materials from which these parts can be made, including silver, crystal, and ceramics. Players can further upgrade their robots through the use of Liberate Stones, which bestow elemental powers, increased attributes (such as hit points and speed), and special abilities such as flight,

Gameplay facets aside the title's lush organic environments and decidedly intricate robot designs are easily its strongest suit at this early stage. They will no doubt go a long way to win it favor among Dreamcast owners who will soon be faced with no fewer than four separate titles in the genre - none of which has vist to equal Frame Gride's sheer visual splendor. If its lineage is any indicator, the rest of the title will more than match its glossy exterior.



Two-player combat will take place via a split-screen display locally or a head-to-head intermet connection

Dreamcast

From Software DEVELOPER

From Software RELEASE DATE

TBA

apan REDLINE RACER Criterion Studios developed this arcade-

style motorcycle racing title last year for PC, and Ubi Soft picked it up. Now Redline Racer has been announced for Dreamcast, although no release date has been set. The game features the unusual option of choosing the gender of your rider, along with 3 modes - single race, tournament, and versus. It's worth remembering that Sega of America has repeatedly stated its distaste for ports from the PC - but with the Dreamcast in need of solid titles in Japan, it's hard to see SOJ



iming this one down.



e Racer cert better than the average p

It's action unusual as Atlus makes its Dreamcast debut

Maken X

FORMAT Dreamcast PUBLISHER Atlus DEVELOPER Atlus RELEASE DATE TBA

ORIGIN

lapan

STUNT **GRAND PRIX** Team 17, the U.K. developer responsible for the PlayStation and PC title Worms, is throwing its hat into the Dreamcast ring early noting the publicity benefits of being one of the first to pin its colors to the Sega mast. Stunt Grand Prix provides 20 stunt cars for the player to race, coupled with what is claimed to be a hyper-realistic physics

engine (aren't they all?). Development is leading on PC, and no release





ith development headed by Cozy Okada and Kazuma Kaneko (the produper and character artist responsible for Soul Hackers), Atlus' initial offering on Dreamcast, Maken X, showcases the same love for the bizarre that the duo's popular role-playing game brought to Saturn In 1997.

The extremely bizarre is at the crux of this incredibly dark action-adventure title, in which players assume the role of a Maken, a spirit able to leap from body to body at will. This ability will form a focal point of the game, allowing players to possess any of 10 different hosts and consequently make use of their inherent. abilities in battle. Utilizing all 10 characters will prove essential to completing the game, and, as a result, Atlus has bestowed a strangely fitting moniker on this game system - Brain Jack

Fighting through the game's richly-detailed and disturbing environments - all of which. Atlus promises, will run at a brisk 60fps - players will be pitted against enemies and traps that may as well have leapt straight from the twisted mind of the Marquis de Sade Confrontations with these creatures are to be (ahem) tied together in a nearly non-stop fashion, although the occasional cinematic will be called upon to

provide a break for the player. In an effort to move away from the pure hack-andslash gameplay of other first-person adventure titles, the developer has instituted a Zeida-like lock-on system.



ers will come up against a host of sado ochism-inspired foes and traps, including

inspiration a step further, it will enable the player to not only track a specific enemy when engaged, but also target specific areas on their bodies.

Atlus is also making strides with the game's audio, which is scheduled to make full use of Dreamcast's 3D positional sound technology to create the sensation of action occurring all around the player. Options to listen though speakers or headphones will be provided. though Atlus has already stated that the latter will



Maken X boasts surprisingly disturbing imagery that is promised to be further enhanced with the addition of 3D environmental audio effects

Konami's first Dreamcast effort takes shape - and sets its sights on Namco's Ace Combat

Flight Shooting





The high-polygon count makes for locales that are often every bit as detailed as aircraft flying high above the

A erial combat is the premise of Konami's initial effort for Sega's next-generation hardware. The tentatively-titled Flight Shooting is the publisher's first foray into the genre since the 1987 release of Top Gun for Nintendo Entertainment System, Joined by the odd, yet highly marketable (for Japan, at least), Pop'n Music on Konami's foreign Dreamcast software schedule, the



game promises hyper-realistic environments and aircraft, coupled with arcade-style play that aims to give Namico's well established Ace Combat series a formidable challenge

Early glimpses have revealed a game that, while visually stunning, remains largely arcade-style when its underlying gameplay is compared to most PC-based flight simulations. Designed purely as a console product. the game will forego most of the often painfully realistic trappings of the genre, and instead rely on basic meters for fuel, damage, and ammunition. Konami's clear emphasis with this title will be on creating breathtaking environments and aircraft models that move at breakneck speed - and not re-creating the countiess knobs and switches of a real tactical fighter cockpit.

Konami has plans to include a wide assortment of aircraft - and not just those of the fixed-wing variety. Thirty real-world aircraft are called for, including the F/A-18 Homet, F-14 Tomcat, and SU-34 Platyous, along with other common and not-so-common craft, such as attack helicopters and steatth fighters. Bombers and transports will also play key roles in several missions, although they won't actually come under player control. These craft will take to the skies over several different terrain types, of which mountains, deserts, and snow-covered plains have been revealed.

Debuted in December in Japan, Flight Shooting is expected to ship by year's end, meaning that it will face an inevitable on-shelf battle against Namco's forthcoming Ace Combat 3 for PlayStation. It will have a more direct challenge, however, coming in the form of CRI's Dreamcast-only Aero Dancing, a title that, unlike Konami's is moted exclusively in air-show-tike aerobatics and not full-trit warfare simulation.

Dreamcast PUBLISHER

Konami DEVELOPER Konami

> RELEASE DATE TBA ORIGIN lapan

STRIKER 2

Sega has announced the conversion of its Model 3 Step 2 coin-op soccer title. Virtua Striker 2 Version 99 for Dreamcast, Having only just appeared in

Japanese arcades, the game is making a speed lean to the super-conse and is likely to be a big seller when it arrives in stores this April.





Space Griffon

Dreamcast Panther Software Panther Software RELEASE DATE TBA ORIGIN

Japan

SUPERSPEED RACING

Challenging Ubi Soft's Monaco Grand Prix is Sega's own recently announced Superspeed Racing. Sporting the American CART license and featuring design help from Team Rahal, the game boasts 27 official drivers from the 17 CART teams and a comprehensive 19 tracks (including a super-speed oval). Superspeed Racing is tentatively scheduled for a March release







Panther Software hopes the second time's a charm

er represented on Dreamcast - Space Griffon goes some way to rectifying that

Each robot has the ability to switch between three different forms: cruise, assault, and combat, Cruise mode enables flight, which should prove particularly handy in exploring the massive industrial complex. The latter two forms are intended for enemy confrontations and offer varying degrees of maneuverability, Jumping back and forth between modes changes the on-screen data display as well, offering enemy statistics (range, type, target lock) when in combat form and a map and compass combination when exploring

Combat itself should prove familiar to the first-

person-shooter crowd, with players going up against airborne, roving, and stationary enemies. Due to the fact that players are piloting multi-ton robots, the game isn't fikely to have the pace of an Unreal or a Half-Life, however, Exploration appears to be nothing more than a means of encountering more enemies - players' puzzle-solving and map-making skills will likely take a back seat.

for its anime-based action title

One of the first titles of its kind on Dreamcast, Space Griffon will not only have to please fans of the genre, but fans of anime as well in order to prove a success its second time around









East meets West: Futuristic anime designs matched with the immediacy of the first person shooter

ANIMANIACS:

- Single- ar turn-based twa-persan play
 Internet play allows you ta play against
 your friends an MSN Gaming Zane
- Find pawer-ups that will help you find the canisters, pasters and awards faster and increase the game's excitement
- Keyboard, Jaystick and Gamepad campatible, sa you can play any way
 you want
- Bonus and Hidden Raams extend the fun and give yau a chance to rock up the paints







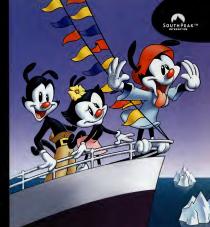






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MMMANAGS, characters, names and all opiated indices are



An adventure so huge, it can only be called

GIGANTIC!

Grab hold of your ranity, because you're about to go on the craziest treasure hunt ever!

In this fart-paced, side-splitting adventure, you'll become one of the zany ANIMANIACI in search of the movies, porters and awards THADOUS J. MOTZ has hidden from you. As you search for your stolen stath in old film sets like The Gigantic, and other bilarious scenes, you'll baugh out loud at the warky ANIMANIACI antics.

But beware: RALPH THE GUARD and DR. SCRATCHANSNIFF are right on your heels. One wrong move, and it's back to the sanitarium!





TAGTICAL RESCUE ASSAULT GROUP

Professor Howard's been kidnapped and held hostage. Detective Burns is not on the case, but so is the Tactical Rescue Assault Group (T.R.A.G.). As they flight for the limelight, the Professor's only hope may be his scientifically enhanced daughter Rachel, with her Artificial Intelligence implant. When the kidnappers demand a ransom, there'll be more than just egos flying, there'll be bullets....

THE ULTIMATE 3D ACTION/ADVENTURE ROLE—PLAYING GAME!

MING SOON!



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MONSTER SEED CHAMELEON TWIST

ALPHAS

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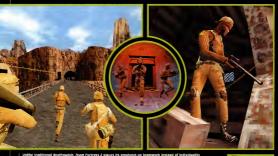






TEAM FORTRESS 2

It stunned the single-player world with the superlative Half-Life. Valve's next mission? To prove the developer can bring the multiplayer masses to war and back



Lauf is not every petitorial recite entodes common control and petitorial recite entodes common control and petitorial recite entodes common control and petitorial recite entodes tradestrip recognizable soois and feet for Parian Provinces a les syllands owners parian Provinces and syllands owners sharingent, and Saving Province Sylland "Wirel gauge for common constitution with the self-entodes and with mode." See land pure original soois with mode. See land pure original soois with mode. See land pure original soois with the self-entodes and with mode. See land pure original soois see and see of the pure original soois control to appose to a consider subsence that the pagest that the

That wasn't the case with the original Team Fortress, a multiplayer Quake mod originally created for Walke and cook's LAN party friends. We wasned sematising houses Casting the Flag, and we'd heard about QuakeC, so we just decided to do it. We put it on the Net and had no plans to update it, but we just kept getting email, so... " says Walker trailing off.

In retrospect, the huge fan reports of aum Portess sint supports to Rawn Portess sint supports to Rawn Portess sint supports to Rawn Portess sint supports the Fingli, improved garmelally objective to a most projectly adding objective to a most projectly adding objective to a fingle size of polysets, and of which sourced as different sed set to pilay work. I commod the different sed set to pilay work. I commod the sed of the s

considered putting medics in Quake. While the different classes struck most players of 7F as a fun new way to play, they may also represent something far more elawine, a way to bring mainstream and mass market gamers not what has traditionally been the realm of the handest of handoze players, online,





PUBLE Sierra St

> RELEASE DATE July 1999 ORIGIN





The design of every level will ensure that each type of player is valuable

multiplayer, first-poison shooters.
Why bother trying to appeal to the mainstream at all? "Multiplayer is just the best experience you can have gaming, but there's a whole bunch of people who want to play multiplayer games, but the don't want dearthmatch," says Walker, "A

want to play multiplayer games, but the don't want dearthmatch," says Walker, "A multiplayer game is only a spood as the number of people who play it, and if we can get more people playing, everyone is going to have more fun." But unlike Unreat, Tournament (pag

38) or Quake W. Arena (NG 50), which attempt to bring new people into the genre by offering extensive training or b missions, Tr2 brings them in by fundamentally changing the way the first person shooters are nieved.

It's simple, really. There will be nine classes dight infantry, heavy infantry, medic, engineur, commando, demolitions man, sraper, commander, and rocket infantry in 1722, each with different weapons and abilities, and each renuinne



A bridge too far? The demolitions expert proves his worth

"A multiplayer game is only as good as the number of people who play it"

> in traditional armed forces, or at least in the small teams featured in movies like. The Drift Dozen. Or Force 10 From Newcoris. Card ram, but love running around shooting? By heavy Infantry, which features lots of wild spray, but desent resume sood arm. Camber?

Singer And if you don't like (or can't) shoot at all, help your friends as a medic fleating other players), erginer flowlaring or dismantling set-pieces such as machine you nests or comeras, or spylyou don't even like moving around at all, try your hand at Commandier, watching the battle from solider-mounted cameras (a la Gorman from Alvers) and depensing

The maps (20 will be supplied)







beach" (one team attacks, one defends) to "snatch the dictator, airve" (both teams have the same goal) to "escort/kill the chillian." Whore importantly, the maps are designed so that all team members (up to 3z per team) are valuable in each mission. You could storm the beach without a medic, but you probably

Equally important to drawing in new players, says Cook, is the game's atmosphere. "It provides instant context. It's really just more than background. If



we can re-create ornshall beach, people will know excity what to bit. We put. someone in this situation they'ne see countries times in wor mones, there wor't be any containin, they'll just lind with the countries of the contribution, they'll just lind worth the contribution, they'll just lind worth the contribution of the co

everyone can understand...
Veteran online players have been used to fighting enemies who look identical and arminate poorly, but the TF team feels that's too abstract. There will be eight faces per team, and four



ine can understand."

jobs Cook, Lead Fragrander, Volve

different teams. Although the teams and their weapons are based on reality (Soviet-style, NATO, etc.), the team is quick to point out that the goal is not smillation. This's the worst shing you can call suff says Cook. 'We want it to be familiar, but we'll always pick fain own realism. So, if might look like an AK-47, but that doesn't mean it's a simulated AK-47. "The said, the goal of the look of





It's likely some teammates will want to stay back with the big guns

the players is to "enwrap the player in plausibility."

Per of that passability will come from the parement animalism, which lets the boarn dynamically merge armations. If a disper is walling one we and firing another, the animation reflects that "togs outdoor the animation reflects that "togs outdoor the animation reflects that "togs outdoor the other general Wallism." The sistem steps to the principle should be a supposed to be deling," says Valent. The sistem steps to the principle tower is also possible, so if you get hit in the leg, you'll limp, actiough the may not

Another bow to realism that nontraditional players will appreciate, and which also adds to the war style gameplay, is respanning, instead of just reappearing where they die, players respannin lingical places, such as the back of an APC or helicopter, and then arrive at the game en masse as reinforcement, the reinforcement rate

Concusty peting the player's attention only ray to be valve's attention only ray to be valve's problem with Team Fotoress'. The rue challenge here will be fiving us to the collecting here will be fiving us to the concust ray to the concust rest to a valve of the company's dedication to ungarie restem, approachable game goad, and an interface deagged around the internal pulsyer, is seens very lady that even with the competition offered by unreast. Poursement and Quiete if America Company is noted for another the company is noted for another.







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UNREAL TOURNAMENT

One of the best PC action games ever gets a facelift and a new purpose in life: teaching you to play online



Are they live or are they "simulated human opponents"? Developer Epic hopes you won't be able to tell



appear on PC," and we means it at the time, 444 fifth has assumity taken the top spot since their 1/14 fifth has assumity taken the top spot since their 1/14 if the gainer had an Achitles head, it was as maniphytyr modes—the intervention code was, to put if landly less than efficient. Despite the wealth of intervention weapons and arrows, programs shilled it, and turnord services than had been so certificated to contain the code of the services that down almost are quickly 0/10 a contain fived.

n NG 44, we called Unreaf "the



that it would be an oversimplification of characterize share? Transmert eas a more expansion posit with clearer networing code. Like it with Quale Ali NG 50 Gic wants Liveral Yournament to be the world's linst multiplyer solving game, mixing players of all skill levels and expension. "If you think about it," explains CLR Bissimplif, Tolymplify colver grot begin designer, "De you rivine you've got to get the standard of the province of the second province of the province of the grot to get the second province of the province of the get the second province of the province of the grot the second province of the province of the grot the second province of the grot the second province the second the second province the se play, get an internet connection, download Game Spy, find a good server — and then when you finally get on there, in five

The game includes four different play modes: Deathmatch, Capture the Flag, Domination, and Assault

minutes you get your ass kicked, and you never want to play again. One of the

To this end, Yournament incorporates a number of improvements and differencies beyond simply a few new arents. The game includes but different play modes beathmatin', Capture the Filip, Dominison (where players sight to control specific points on the level, and Assault (one learn attacks is shructure, one determed, and either and those of the determed. FORMAT

PUBLISHER GT Interactive

DEVELOPER Epic Games RELEASE DATE

ORIGIN

PHPS (Assessables per



Sorry, we meant 'smulated







The character skins now sport twice the texture resolution











There are 12 weapons, and even the old ones have been redesigned





managing your team and changing your setting that up. You can even play with all

Each mode of play includes tutonal missions, and as you progress

The game also features a surprisingly that it makes the game feel a bit like using



lightning-bolt alt fire, and the Redeemer, a





Considering Unreal's rify multiplayer heritage, Tournament has a lot to prove, If it helps to spread the popularity of first



lethal shock wave (above). Cliff











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GUESS WHO'S COMING TO PLAY?















BUST A MOVE 2: DANCE PARADISE MIX

Enix prepares to hit the floor yet again with the sequel to the dance title of '98





Move (renamed Bust-A-Groove in the U.S.). Featuring a set of flawlessly motioncaptured dancers and backed by an outrageously catchy collection of dance tunes, Bust-A-Move showed where the newly created, but hard-to-categorize. dance genre could go and successfully transcended mere imitation. With games like Konami's Dance Dance Revolution being currently ported to PlayStation and poised for success, Enix has been quick to follow up the original

title's international success with a secuel, Bust A Move 2: Dance Paradise Mix. This time around, Enix promises a new system for entering dance commands, new characters, a bevy of wildly interactive stages, as well as a brand-new company to provide the game's soundtrack.



being penalized. This feature promises to provide more variety in gameplay while adding a good layer of complexity to the standard set of moves. Another feature to be included in the sequel is the overhaul of each character's stage. While Bust A Move featured stages

too early or too late will have a whole





bereft of any real interaction. Enix has sought to remedy the mostly static backdrops by placing each character in their own completely kinetic stage, filled with obstacles, a "rolling" course, and plenty of visual surprises for the sequel. For instance, Shorty's stage takes place on a raft that floats down a theme-park river that houses snapoing alligators. meddlesome ghosts, and amusementpark-type tunnels. Players are rewarded for exceptional gameplay with backgrounds that transform into surreal landscapes. In addition to several returning characters. Bust A Move 2 welcomes the arrival of a handful of new dancers Tsutomu (a bratty 11-year-old schoolboy), Bio (Gas-O's father) and Comet (BAM's Freda's vounger sister).

Musically, the development team has chosen to forego its past partnership with Avex Trax in favor of East West Japan and Frontier Booking International to provide the game's soundtrack. Boasting tunes from big name talent such as Morris White of Earth, Wind and Fire fame, Metro (the game's developer) shows it has more than a little creative ambition up its sleeve. Though there has been no word as to Aust-A-Move 2's fate Stateside, with a string of improvements and additions, Enix's premier franchise looks to continue its quirky, innovative moves when t releases in Japan this spring.





talligant Systi ires a much mon d set of dance

ORMAT PlayStation

> DEVELOPER RELEASE DATE

Spring 1999 (Japan) ORIGIN



PUBLISHER Enix (Japan)

Japan

GRAN TURISMO 2

Next Generation travels to Japan to meet the man responsible for last year's best PlayStation racing game and digs all the dirt on the eagerly awaited sequel

FORMAT PlayStation PUBLISHER DEVELOPER

Japan

Polyphony Digital Inc. RELEASE DATE TBA ORIGIN

he original Gran Tunsmo was a massive hit worldwide, and deservedly so. Perhaps the ultimate racing game for the car fanatic, it practically redefined the genre on PlayStation in both graphics and gameplay, and a sequel is not only inevitable, but highly desirable. Second time around, the original team members remain, but they're joined by 30 part-time graphic designers, and just about every aspect of the original has been enhanced - out of necessity rathe than luxury. "Gran Turismo uses about 75% of the PlayStation's maximum performance, so that means there's another 25% extra," explains producer Kazunori Yamauchi. "And what I'm trying to achieve in Gran Turismo 2 is to try and use the remaining 25% to bring out all of the aspects of the original at a higher

improvements come in, perhaps the most striking of which is that Gran Tunsmo 2 features several categories of motorsports, namely production, GT, rally, and sportscar racing. Another impressive and exciting revelation is that 400-odd vehicles are currently due to make the final code. We're arming to get the cars to look even more realistic," he reveals, "So the visual quality is going to be

And this is where the

enhanced, but it's unlikely to have the same impact as Gran Tunismo had, as that was so different from all the other racing games of that time. But we're aiming to use the graphics in a way that if car enthusiasts or car lovers look at the game they will be

very happy with those minor improvements - the overall level of detail should please them," No doubt it will, but then so will the selection. Although unable to divulse any of the many vehicles we

were shown as potential final models (pending licensing negotiations with their respective manufacturerers) the lineup is way more comprehensive

than the game's predecessor But not only does GT2 offer a far more international automotive menu, the cars have been picked by individuals with an ample knowledge of the subject. Sure, expect plenty of obvious motoring entries but even the briefest of scrolls through the vehicles on offer reveals some real surprises, including special and Imited editions bound to delight even

the most dedicated motoring aficionado. There's a huge selection of tracks, too Most were still being designed at the time of this writing.

but expect twice the number of the original as well as a mixture of circuits and point-to-point stages. Like the cars, the track also now boast a more multinational flavor, so don't be surprised to find yourself railwing

In Tahiti, negotiating 90-degree turns in a Seattle street. circuit, speeding



Kazunori

Yamauchi







through Rome's ancient, narrow streets, and of course, slinging the car around every bend in the Côte D'Azure

Naturally, these will also benefit from a polygonal makeover, "You've as possible. The model will behave more authentically and that will mean the cars would drive as real cars drive "This, needless to say, is ambitious, but given the astounding dynamics in the original game,

sportscar in the game. So we didn't just add four-wheel drive; we also changed the height of the engine," he says. "We modified the car in order to make what in our opinion was the ideal sportscar." However,







probably noticed that something like R4's environments are as pretty as the cars themselves, so I would also like to improve our tracks' aesthetics," says Yamauchi, "However, G72 uses almost half of the PlayStation's ability in physics modeling so all of the game's other aspects must be used with the remaining 50%." Surely then, Gouraud shading is out of the question? "We'd used Gouraud shading in Motor Toon GP, so technically we're able to do it. but as half of the CPU power is used for physics, using Gouraud shading for the entire game would exceed the cache memory capacity," he explains. "If the information exceeds the memory capacity, the performance of the CPU drops dramatically, which is why we didn't use it in the first game. But for GT2, we're trying to implement some Gouraud shading. We'll think of the most effective use

for it." Of course, improvements extend beyond a higher number of cars, circuits and prettier graphics. "The third major improvement in GT2 would be the car physics model." Yamauchi adds. "The physics in GT was very close to real life cars but was still lacking some of the mechanics actual cars have so in GT2 I'd like to make it as complete

was shown the set-up options screens used by the designers to input the characteristics for the cars featured in the game, and it's one of the most comprehensive listings we've seen yet. Every aspect of a motor car can be altered, from the usual torque, gear ratios, brake balance, and suspension stiffness to steering angle, axle width, alloy size, and tire tread

perhaps not unrealistic. Next Gen

despite the incredibly driver-friendly result. Yamauchi is keen to emphasize that no programming tricks were used to achieve this. Rather, it was a case of tweaking the suspension, moving the gas tank and engine to the ideal position, and having the ideal wheelbase and tread, with surprising consequences. "As a result of finding ideal positions for these things. I found that many cars in real life are totally

"The physics in GT was very close to real life cars, but ... I'd like to make it as complete as possible. The model will behave more authentically and that will mean the cars will drive as real cars."

For a car enthusiast, the temptation to experiment with these parameters must be enormous, and given the appearance of a certain "tweaker!" 4WD Mitsubishi ETO in the original game, it's not something Yamauchi is necessarily capable of resisting, "That's right, there is a 4WD FTO in GT, but I made it for two reasons," he confesses, "While developing GTI heard a rumor that Mitsubishi was trying to make a 4WD FTO, but it gave up the idea because making a 4WD turbocharged sportscar would end up too expensive. The other reason was as an experiment in making the ideal









The Gran Turismo series is made for auto enthusiasts by a group of auto enthusiasts, and it shows in every loving detail

unbalanced," he announces confidently. "Among all the cars, the closest to perfection is the Ferrari 355. Compared with the Honda NSX. the suspension is very soft but does not exhibit as much body roll, and it's very comfortable to drive as well as really fast on circuits."

Having personally driven most of the cars in Gran Turismo, Yamauchi is in a position to make the above

developing GT, but his current vehicle, a Mitsubishi Lancer Evolution 5, has suffered no such fate.

"Sound is one of the things that I'm not satisfied with in Gran Turismo. For instance, we tried to make the graphics and other aspects as sophisticated as possible, but we didn't have enough time to work on sophisticated sound. So even if GT had good sound. G72's will be better."

he boasts, "Actual cars sound better,

Whether from inside or out, the car

which is why I'm not satisfied.

sounds a lot hotter!

couple of cars at the same time on the screen. With GT, the group of six cars are always racing with each other which is actually very difficult to achieve * Predictably, and like R4, GT2 will

support Sony's Pocket Station for players wishing to grow their vehicles when separated from their 32-bit machine. Less expectedly, Jog Con compatibility will be offered, in addition to normal Dual Shock use. "When I first beard Namon was making this force feedback controller. I thought it would be perfect for GT2 because it would make players feel as though they were driving the vehicles," explains Yamauchi, "But when I tried it, it proved less precise than I expected. If Namco had made it in the right way it would have been a perfect control method, so I was a little disappointed.* But despite this slight botch on

what is otherwise shaping up to be a thoroughly unmissable videogame driving experience. Yamauchi quickly rekindles our spirit with a final mission statement: "I would like to see more people play the game - in fact, as many people as possible whist still maintaining the fun aspect of the original, so the aim is to provide a game that everyone can enjoy, albeit at a higher level," he says, "Gran Turismo was released December 1997, I'm told that there are still people playing it now, but let's say that an average player may have taken two months to complete the onginal game. For GT2, we're expecting the average user to

"Among all the cars, the closest to perfection is the Ferrari 355. Compared with the Honda NSX, the suspension is very soft but does not exhibit as much body roll, and it's very comfortable to drive ... "

reflection with a certain amount of authority. So you listen when he explains why he likes compact, fast cars and why the Lotus Elise and the forthcoming Honda \$2000 (for which he has already placed an order) are two of his favorite cars. He may have





And if you think Yamauchi is a tad harsh on GT's sound quality, you may be surprised to read what he has to say about the game's CPU drivers. "The Alis one probably one of the lowest achievements in GT, so in GT2 it will be much improved. For instance, the opponents will drive as if actual human beings were driving them," he reveals. But of course, everything in life is relative. "When I say that it was probably the lowest aspect, it's if compared with the game's other aspects. Compared with other racing games, this low achievement is probably still superior. In normal racing games, a car comes up to you, overtakes you and races into the distance. And then another one comes and does the same thing

> MB spend a year playing it."

Acclaim's next hero may not be Turok, but he's still got a fighting chance



hen Next Generation first looked



at Shadow Man more than a year ago (NG 38), we saw the beginnings of a third-person adventure that was equally ominous and violent. The developers at tguana UK told us they intended to take players to realms beyond the natural world with a plot heavily laden with voodoo flavor. Now, just a few months shy of completion, the game is looking



done right."

To Acclarm's credit, the game hasn't been rushed out the door. The developer has been given the time to add quality voice-over and cut scenes done with the in-game models. Of Shadow Mar/s 16 levels, 12 are set in the macabre

PUBLISHER DEVELOPER

Iguana UK RELEASE DATE Summer 1999 ORIGIN

UK

other four are real-world environments set in backwater Louisiana. Currently, the team is finishing the Al, placing enemies, and tweaking level design. The RPG elements are also being balanced, as Shadow Man will gain power and new abilities throughout the

netherworld called Deadside, and the

game According to Falcus, the PC version will be finished first, with the N64 and PlayStation versions following

closely behind.

So will Shadow Man hit with as much thunder as Turok? On the Tomb Raider-less N64, it is possible. Players bombarded with horrific environments and mature themes rarely found in this medium may overlook the minor gameplay issues that seem to come with late titles, And even if it's not perfect. Shadow Man should









iguana UK developed the Vista 3D engina for Shadow Man, which will also be used as a code base for the sequel

UM JAMMER LAMMY





Gaming's hip-hop pop-culture hero gets upstaged in the follow-up to PaRappa the Rapper

n a market filled to the brim with big-budget action-oriented titles aimed at an increasingly sophisticated audience, who would have thought that PaRappa, a simple-looking game featuring a rapping dog and an ultra-pop soundtrack could have captured the imagination of the mass market? SCEI bet on the venture and came up with a highly marketable mascot who single-handedly created a whole new genre - rhythm action within console gaming and spawned a set

of inspired clones. While the game's phenomenal success in the Japanese market foretold little of its Stateside demand, PaRappa the Rapper managed to ranite an underground fervor, ensuring the cartoon character's entrenchment as a memorable mascot in the U.S. Using a "Simon Says" type of interface, the game enticed players to "rap" along with PaRappa through a series of interactive segments that neatly tied into a whimsical storyline of "Boy Meets Girl," or more appropriately, "Dog Meets Flower." PaRappa's refusal to take itself seriously went well with the title's brilliantly catchy soundtrack and remarkable character designs, resulting in

a product that more resembled an inspired art project than an actual game.







ich like PaRappa the Rapper, Um Jam nless mix of cinemas and interactive segments, which mele

Nonetheless, the end product showed off what a little imagination, a lot of humor, and a ton of talent could do in the videogame market. And with the demand for a seguel. PaRappa's creators. Rodney Greenblatt (character design/story) and Masaya Matsuura (music/programming), have taken up the challenge to bring the PaRappa universe to interactive life once again. On the second run, PaRappa is no longer, instead players will be introduced to another one of Greenblatt's characters. Um Jammer

for rock 'n' roll. With only a brief cameo appearance from the red-capped hip-hop hero, Um Jammer Lammy focuses more on Lammy and her rock band, Milk Can. But despite PaRappa's absence in the lead role of the game, his past cohorts play pivotal parts in Lammy's adventures: Katy Kat appears as a bassist in Mfk Can, while Master Chop Chop Onion drops in for a series of sing-

Lammy, a female lamb with a penchant

FORMAT PlayStation

PUBLISHER

DEVELOPER SCEI RELEASE DATE 1999

lapan







Gameplay scenarios will pit Lammy egelinst some of the rap masters featured in PeReppa. But this time around, the music is decidedly more pop than hip-hop

alongs on stage with the band. Unfortunately, with the game still in development in Japan, it's still unknown whether or not the storyline from the original will continue into *Um Jammer Lammy*. But SCB has added a two-player mode as well as a "jam mode."

The two-player mode allows garners to test their abilities against a fined.
Unlike the ewo-player mode in garnes like 989 Saudies' Buss-A-Groove and Konzeni's Canceo Bance Revolution, Lammy will most likely utilize a "switch-off" type of interaction, giving each gisyer a chance to acaze the audience before handing the spotlight over to the opponent. Since the



Rodney Greenblett's whimsicel charecter designs perfectly emb the franchise's eye-cetching style end lightheerted feel







Two-player mode has been a feature long promised to be included in the sequel—even before the original hit the States. The option promises to provide a higher amount of replay value then PeReppe

game relies on both a success meter (gauging the player's performance from "Cool" to "Awful") as well as a points system (freestyling and a consistent "Cool" reading rewards players with high points), the winner will be the one with the highest score. Whether or not two players can join in during the Story Mode is currently unknown, but it might be an interesting feat if the designers are able to pull it off. SCEI has remained tightlipped about the game's iam mode, but it's safe to say that the option will allow a larger number of gamers to face off in pairs, with the winner progressing into the next mund

With a strong publisher behind the game, as well as a devoted audience that remembers Alappe as the ploneer of one of the most popular genres in current Jepanese gaming, Um Jammer Lammy is sisted for an unspecified 1999 PlayStation release in the U.S., but promises to shine just as brightly the second time encurind.



and please vot

R Republic Choose Plannery &

Lammy's rocking trio

Lammy's rocking tr Milk Can debuts in Pelleppe's sequel





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ROAD RASH 64

the hands of THO, can EA's faltering franchise regain its luster on Nintendo 64?



Bikers have been textured in either dark or bright colors to meke their club affillation more easily identifiable

S everal years ago, it would have been judicrous to suggest that THO would be responsible for saving EA's longrunning racing-combat franchise - but

"We're planning to do up to four-player racing, and we'd like to do some additional four-player modes, like deathmatch"

> that's exactly what's happening with Road Rash 64. Under development at Pacific Power and Light (formerly DT Productions. started by EA ex-pat and BMG interactive survivor Don Traeger), the first-ever Nintendo Road Rash shows more promise and playability in its pre-alpha state than the finished version of last year's Road Rash 3D for PlayStation.



The city section, only now coming into the game, will have multistricts, including a run-down area as well as a high-rise section.







7 think sometimes you can lose focus on what's really the heart and soul of the game," says Traeger, politely sidestepping the notion of the franchise's recent riecline "Road Rash has always been rading and fighting. I believe that the brand still has a lot of value and potential."

Traeser admits the datastreaming technology behind Road Rash 3D is pretty amazing, but explains that the engine, tools, and technology for Road Rash 64 have been developed from scratch for Nintendo 64. However, many of EA's design concepts from Road Rash 30 will be carried through to this project. Specifically, courses will link up to form an entire Road Rash universe, and the Big Game mode will enable players to ride as a "dub" members. (The term "gang" is a no-no; EA's viewpoint is that the word has a negative connotation. By that logic, aslong as you're in a "club," it's okay to beat someone with a crowbar while going 90 mph on a motorcycle.)

As the game will be optimized for Nintendo 64, "we're planning to do up to four-player racing," says Traeger, "We'd like to do some additional four-player modes, lke deathmatch, but I don't want to

FORMAT Nintendo 64

PUBLISHER THQ

DEVELOPER Pacific Power and Light RELEASE DATE

ORIGIN





in the Big Game mode, players can join either the colorful sport bikers or the grungy cruiser bikers. Or go it alone and face the consequences

promise anything yet."

While pre-alpha, the game runs without slowdown and can display as many as 11 bikes onscreen at once. "We're going to push enough polysons to keen a lot of bikes onscreen," says Lead Programmer Cory Ondreiks. "We hate those racing games where you see only one car. With Road Rash you need to see

"We're going to push enough polygons to keep a lot of bikes onscreen"

> more than that -- it's a combat game." And the combat is in there. Next Generation ran through a test track to find the excitement of Road Rash of yore. punching and kicking the opposition as it. came alongside. Ondreika explains that the trademark weapons have yet to be implemented, but the chain, the lead pipe. the growbar, the nunchakus, the billyclub. the cattle prod, and the tazer are all planned. The team is also planning some new melee weapons and a dreaded new move — enabling players to ram a strck into the front wheel of an opposing rider. To keep the fighting gameolay at the pinnacle of intensity, the AI inders will occasionally form packs, creating very dangerous situations as the fighting explodes into an epic brawl

Aside from the fighting, the game's physics engine is right on par Programmer Lef Terry has even modeled air friction so that drafting physics will apply. The blkes already handle with just the right mix of real-world physics and arcade buoyancy. bringing a new level of surrealism to

perhaps the most surreal series ever conceived. To keep the action fast-paced, a hand-animated, skeletal-based animation system was chosen over a motion-capture

But there's a long away to go before a release this fall. "We're obviously not done with the display engine," says Ondrejka. "Until the track engine goes in, we really don't have a good way of placing objects."

Subsequently, the game is sparse on scenery, and damage textures, some breakable objects, and the occasional hidden short cut are all on the "to do" list. Sound effects hadn't been incorporated. and the team was still dickering about how

to use the 4-meg expansion pack and its effects on several experimental letterbox/hi-res modes. But if the game continues to evolve in

the manner it has thus far, three things may happen. Pacific Power and Light's first title (of three) will be a success; THO will continue to prove the N64 a viable platform and hopefully, someone at EA, locked away in their ivory campus, will look up from their stock ticker and take note.







Spectacular crashes remain a big part of the game

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JADE COCOON: THE STORY OF TAMAMAYU

Can the developer of Virtua Fighter 3tb make a great RPG?



Cocooning on enemy, the staple gemepley feature that sets the game







Players can meld two captured monsters together in realtime to engineer powerful offspring with attributes of both parents

> FORMAT PlayStation

PUBLISHER

DEVELOPER

July 1999

ORIGIN

Japan

RELEASE DATE

Genki

Crave Entertainment

Nintendo 64 games stockpiled from the floor to the three-story-high ceiling. This gamer's equivalent of Abdidin's cave of treasure is the storage facility of game distribution SMS Craw's parent company.

rave Entertainment has a wonderful secret. When Next Generation toured the office of the upstart publisher; it walked through what was seemingly a normal doorway into a gant warehouse with thousands of PlayStation and

"Because we already have strong "Because we already publishers," says Crave senior Director of Marketing lane Gilbertson, "we can strategically fill certain gaps in the market." Specifically, the company will be publishing Mintendo 44 versions of Activision's Asterioids and Battilezone, but its next big title is the English conversion of the Jaconese RPG. Tamanayu Monagatar, or Jade Coccon. Sei in the faintay world of Synus, aide Coccon places players in the role of Levent, a boy on the verge of manhood who had inherited in Sarnify's magical power to capture monsters in a coccon. Players begin with short high into the forest to capture monsters in turn-based combat unificiently in the control or participation of the control of participation of the control of participation of the control of participation of partici

oegan van short rugs into one intrest to combat couprie ministres in um-based combat until cerain events isunch them on a granure quast. Once a monster is betein to a faction of its original hit points, players can all it or internit to coopon the monster. Once a monster is occorder, players can have the monster sount riol sit for cash or can opt to keep the monster and rises it, usbasequently entering the ellipser for make three monsters part of the party Gut there's more to this color than standard.



he town works on e senu system, so pleye eed not spend es mu me running around nom shon to shon

http://www.lgn.com

















Tamagotchi-style monster raising. A player can meld two captured monsters together in realtime to create a more powerful monster. The new monster will actually have physical characteristics of both monsters, as well as several attributes of the "parent" monsters. For example, merging a monster with a fire attack with a monster with a water attack will yield a monster with both attacks, but neither attack will be quite as powerful as it was before.

Players can continue to genetically engineer their monsters, recombinating them with new monsters as much as they Ike And how is it done in realtime? Crave's Senior Producer Mike Arkin explains that each of the game's 150 monsters feature the exact same number of polygons. making it easier to blend the models

Monsters aside, the human characters in Jade Cocoon are realistically modeled. An influence of Virtua Fighter 3tb, concurrently in development at Genki? Perhaps, but it's fixely that this decision came from Katsuva. Kondou, a famous anime art director who recently directed the animation in "Princess Mononoke," the largest-grossing anime in the history of Japan. Kondou is the art lead for Jade Cocoon, and his mastery of style is evident in every frame. The 600 prerendered backdrops are impressive, and even more so is the anime intro sequence, but surprisingly, what struck Next Generation were the cut scenes.





"The in-game engine is very flexible," says Crave Producer Daryl Pitts, "making for brilliant in-game cut scenes." Pitts is right. The characters move with

graceful expression, and the solid use of the in-game camera brings a cinematic quality to these segments that put them on per with those found in Tenchu, and perhaps even Metal Gear Solid.

Like any good RPG, players will gain levels and upgrade weapons and armor as

they battle their way through the game's eight worlds. Pitts explains that the game's portal design prevents repetitive backtracking, and that even after the game has been won, players can continue to hunt monsters in the woods and raise them. Why? Well, for the PocketStation battle mode. Attaching a PocketStation will also unlock special monsters, eight of which are very rare. The rare monsters appear randomly, but Pitts believes players could spend a year with the game and only find one or two of them.

While we could go on about the plot. and how the wife of the player's character plays a significant role, it's best for players to discover this on their own. And will RPG enthusiasts find this game rich with story? "It's extremely rich," says Arkin, "You may need to play it two or three times to get all the story."

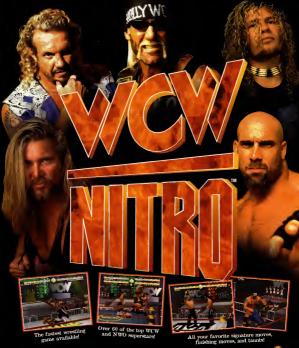
Of course, we don't really know because everything was still in Japanese. But considering the high quality of the rest of the game, we're willing to take his word for it.





on. Genki is adding Dual Shock suppo e times, and redesigning several m

Lightning-fast arcade-style action!













Next Generation's monthly update on tomorrow's games

ecently released in Japan, Final Fantasy VIV leads the pack of nextgeneration corsole RPGs. Wrife U.S. gamers eagerly await this recent installment of Japan's juggernaut

franchise, other developers are working hard to come up with some inspired content of their own, including *Tomorrow* Never Dies, *Trans-Arn Racing*, *Jet Force* Germin, and the "nearly done" Daiwitana.

FINAL FANTASY VIII PlayStation



http://www.next-generation.com

TOMORROW NEVER DIES PlayStation





While we first saw Bond at E3 lest year, MGM essures us this third-per-action game will be a summer relea

CYBERNETIC EMPIRE



LEGACY OF KAIN: SOUL REAVER



JET FORCE GEMINI Nintendo 64











When Next Generation first previewed Trans-Am Recing in May of last year, first time gam developer EAI promised to model finatustic physics and realtime damage into this grit muscle-car racing sim. Siringing those elamants into a high-performance game has been time consuming, but may

VAMPIRE PlayStation







Not the anticipated PC RPG from Nihilistic, this PlayStation RPG from Japan offers more traditional console elements with a gothic storyline

HEAVY GEAR 2 ™







During the writing of our fall preview, Activision insisted HG2 would hit stores during the '98 holiday window. That window has moved to March

RC STUNT COPTER



Dave Perry end Co. heve taken their PlayStation RC helicopter sim and have since built a cartoony game world around it

DISCWORLD NOIR



Author Terry Pratchett's Discworld takes e privete detective twist in this atmospheric adventure bound for PC/PlayStation

DAIKATANA PC











Dalkatana lies in the eye of the ion Storm.

Many teem members heve gone with the wind, but this title (shipping June?) may be enjoyable, yet unlikely to surpass Helf-Life

GEX 3: DEEP COVER GECKO PlayStation





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(South Africa) and Coeur d'Alene (USA). Piqued your interest? For a free demo check our www.psygnosis.com/pro18/ And while you're there, find our how you can win a real trip to The Coeur d'Alene Resort



Pro 18's 3rd hole, Coeur d'Alene



Honestly, if you're playing the course and you're playing the game, there is no difference!















Having been stuck in neutral for many years while others around it overtook, the racing genre has finally found first gear and undergone a major shift. Next Generation dons its overalls and dives under the hood of today's racing videogames

CURVES

In 1 PNQ, white doing a bit of promotional work for once of his gogens, Segs, as pare of his contendual obligations for the Williams Formal One geam, then-priple world changes have hered, who were designed and horse the world will be a found in the state in the same year) visited is onclosed Segsithoid and Shared in lead to exist a goo in white a Wood in Segsithoid and Shared in lead to exist a goo in white a Wood in Segsithoid and Shared in leading to go on white a Wood in the same of the sam

gone wrong. After all, he had applied everything he had learned since

driving his timer's tractor at the age of four level stamped on the brake pedial and applied the throttle at all the right ports, just as he had strough his karring, formula feinant, and F3000 days. Every ounce of his considerable experience had been transferred through the claimer's advanced force-declarck control system and hof still careened off the appliest with remarkable brustilly and reguerfly.

In reality, it wasn't his Sault. Perhaps naturally, he had samply assumed his virtual single-seater would behave like the carbon-fiber variety he drove at work. When it didn't, there was little even he could do and

But anyone who walked away thinking that Virtua Racing was hard because it was realistic couldn't have got their steering rods more crossed. Like the world's first 3D arcade racer, Namco's 1989 Winning Run, or the highly popular sprite-based Monaco Grand Prox before it, Sega's first polygonal racer was difficult because its developer had played around with Newton's principles of physics and come up with a highly suspect set of dynamics.

POWER TO THE PEDAL

The truth is, until not too long ago, racing games had little use for a brake button. In fact, the majority of titles featuring fast vehicles could be played by wildly swinging the steering wheel or vanking the joystick without having to think about the application of the middle pedal. Who ever even thought about braking in Final Lap. Chase HQ, or even OutRun? These days, that's no longer the case. Whereas cars could once be thrown into corners at unrealistic velocity without fear of understeer setting in, the current incorporation of authentic dynamics into games

requires an equally realistic annroach And, as any racing driver worth his STP overalls will tell you, braking is the essence of a fast lap. Any fool can floor the accelerator in a straight fine, but

DYNAMICS

Taking the driving experience into the future



uthentic dynamics are the future of racing games. TOCA's producer, Gavin Raeburn, wes the most important thing to get right in a driving game is to convince you that you're part of the game, part of the experience Getting the physics of the car right is a very important first step," he says. And you know you've got it right when someone can apply their knowledge of driving to the polygonal vehicle onscreen and see it behave the way it would in real life. Next Generation witnessed this when a rally instructor, who had never before played a videogame, got to grips with one of Colin McRae Rally's Corsican stages and posted a very respectable time.

Grand Prix Legends is more difficult, but

only because it's realistically recreating the task of driving a 1967 F1 car. That isn't to say the tem F1 car is a learner-friendly vehicle, but a quick go on Grand Prix 2 should illustrate the advancements in stability, deceleration ability, and the effect of downforce on comering speeds that 30 years of development allow

Part of the genius of Gran Turismo is that the standard production cars make it accessible to most individuals. Its vehicles are not initially -- motorized beasts boasting 700 horsepower and requiring a racing licence. They're everyday models that you can steer around the track with little problems, provided you keep to velocities that are within your driving ability. Just like in real life, in fact.







rst "30" racing gam

picking the optimal braking point and deceleration intensity before a bend while approaching at two to three times the national speed limit is a little tricker. Brake too much, too early, and you'll fail to carry enough speed into the corner resulting in lost time; coming in too fast, though, causes you to waste precious seconds correcting the car on the exit of the bend. That's assuming you've managed to round the curve without ending up crashing into the wall, of course

Prost is now an F1 team manager with two paid drivers to take the lans for him rather than having to worry about it himself, and if the Virtua Racing experience has haunted him over the last six years, he would find a trip down to his local arcade particularly exorcising because along with the graphics, physics in coin-oos have since moved up a gear. Ridge Racer et al. still exist, but their like faces inevitable extinction. The arrival of Daytona on the arcade scene marked the beginning of an ever more dynamically complex grid of motor racing com-ops. Where once OutRun had stood as the ultimate driving experience, the tire screeching now came from the Sega Railys and Racing Jams of the arcade racing world. The consumer game soon heard about it, and the console driving game followed in the coin-ops' slipstream, it's no coincidence that despite the existence of countless arcade-style racers. Gran

Tunsmo and TOCA were last year's best-selling PlayStation racing titles.

FAST LEARNER

"I recently realized that making the cars in the game as cines as possible to real care doesn't necessarily mean that it will make controlling the game difficult." says Kazunori Yamauchi, producer of Gran Turismo and its equally impressive sequel (see p. 46). "So even if you reproduce the actual car within the game, the driving should become even easier - putting in a more complex physics model doesn't mean it will be difficult "

These days, after the immediacy of Gran Turismo, this may seem a perfectly logical statement, but as realism has traditionally been linked with difficulty, it's still a particularly revolutionary concept. "Of course, and I thought the same way too at the beginning. especially after playing lots of simulations on PC," says Yamauchi, "But while developing GT, I gradually had the feeling that making it more elaborate would not necessarily make it a more difficult game, although I didn't know this for sure until we did it. But if you consider real-life driving - for instance, I take my car to the local circuit and can drive - it isn't as difficult as many think. Of course, if you are driving a sportscar and adopt a highly advanced driving technique, this would be very difficult, but if you drive normally. everybody can do it, so I thought, "Why can't this be



be like Sega's enduring and gioriously playal

into a wall. So that's how cars are made, and that's how they should be reproduced in the game - it might be very difficult, but if you do have the correct physics model reproduced in the game, then it should be achievable."

Most developers now recognize the importance of physics, although some believe a little cheating can enhance the gaming experience "The user must feel at one with the car he's driving, and it must respond in a way he would expect the

"The user must feel at one with the car he's driving, and it must respond in a way he would

expect the real car to" reproduced in a game?" real car to, otherwise he'll blame

According to Yamauchi, the problem with many racing simulations is that they fail to use real or precise physics models. "That's why it makes the game difficult," he says, "If you're driving your own car in a straight line on a track and turn into the first corner, you will make the comer. The car will not spin and crash

the game for his driving mistakes and feel frustrated." says Gavin Raeburn, producer on both of Codemasters' highly successful TOCA games, "This doesn't actually mean the car physics need to be a carbon copy of real life, and, in fact, I. believe exaggerating certain areas of physics is necessary if you're to match the expectation of what the user remembers or believes the real driving expenence is actually like."

Was this the case with two popular Touring Car sims? "Yes For TOCA and especially TOCA 2, we tweaked certain areas of the game to make it more involving," he says. "For example, aithough the cars are all front-wheel-drive in TOCA 2. we moved the weight balance of all the TOCA cars back about one to two feet. This simple change makes the cars handle ever-so-slightly more like midengined cars, and makes them a lot less frustrating and a lot

less dull to drive."

REALITY BITES

For others, however, only complete realism will do. Take Mike Lescault, director of development at Papyrus and a longtime developer of racing simulations for the PC. When he

REALISM

he crucial, delicate balance between authenticity and game aspects





ever do.



dvances in processing power have undoubtedly allowed developers to release ever more authentic and complete recreations of motorsporting activity, but there is also an undeniable trend towards realism in all games, not just racing titles. The concept is simple — placing you within a real-world environment not only makes it easier to relate to the game, but it also allows you to react to that environment in a realistic way. So GoldenEye guards can be shot through glass, falling from excessive heights will kill Lara, and Solid Snake must refrain from making any sound or suffer the consequences. You can have too much of a good thing, of

course. "In TOCA we went for out-and-out realism, which is what we thought people accurately modeled as it was possible to get, we still got criticized for the tracks looking bland," says Gavin Raeburn, the title's producer. "Unfortunately, as the real tracks are built for the most part on deserted airfields, they are just very bland. So, yes, the user may say they want realism, but what they really want is what they imagine or remember the realism to actually be - the whole experience. You need to build a believable world that reflects the sport or style of racing you are trying to re-create. However, for some people, such as one of last year's new Touring Car series drivers who admitted learning the tracks by playing TOCA on his PlayStation, only absolute realism will

wanted, but aithough the tracks were as

talks about the dynamics of the company's subtree Grand Prix Legends, you soon realize that he's part of this group, in fact, given his enthusiasm for skirl marks, he probably chairs the meetings, "Usually in racing

from other genres, yet the explanation is games, if a car crashes, you can see the tire marks as two straight lines going into the distance," he says, "With us. however, you can see how they easiest of videogames to identify with twist and contort as the car spins, and if you hit a barrier and fly into the air, the skid track with some degree of success within marks will stop as you see it flip through the air - and if you watch it in slow motion, as one 64's world with the same immediacy are side hits the ground you'll see a skid mark where the tires hit. and afterward you drive around

adds to the game." He's right, of course - a good racing game is more than just a bunch of mathematical equations. It's an entire package, which includes the right quantity and blend of all the necessary elements. Knowing which elements and how much however is what differentiates Grand Prix Legends from Test Drive Off Road 2, for example. "The

graphics are very important -

the track and you just see this

mess of skid marks. That really

POPLII ARITY

Understanding gamers' enduring passion for driving titles

he popularity of racing games remains startlingly high despite fierce competition remarkably simple. Cars are everywhere there are few individuals whose life doesn't involve driving or being driven in some form of motorized transport. As such, it's possibly the individuals who have never played a videogame can pick up a joypad and steer a car around a seconds. However, the chances of getting them to manipulate a plump plumber around Mario

And there is an undeniable global interest in cars traveling at high speeds - after the Olympics and the World Cup, F1 races are the

most widely watched sporting event on the

Although some might view NASCAR as a sport followed mostly by rednecks who only watch in the hope someone will die in a spectacular crash, at its best, motor racing is easily one of the most thrilling forms of entertainment to grace today's cathode ray tubes. Well, as long as you're into cars, that is And you probably are. Racing games continually top Next Generation's reader surveys as the favorite genre, but ironically, it is one of the categories to undergo the least amount of change over the years. The premise of racing es remains the same as always — i.e., markably simple — regardless of whether the racing occurs on an F1 circuit, a dusty rally stage, or the surface of some distant planet





"If you feel part of the game and feel in control of the car you are driving, you will probably be having fun"

Grain Rosburn Codemante car and the road you're driving on. Even though you're

how the game looks is important," says Yamauchi, "But when you're actually driving a car, especially when you're driving a sportscar, probably the most important thing is to communicate with your own

mond's 1993 Grant Prix set a precedent others were to follow

not holding a steering wheel, it's important to maintain such communication with the joypad and emulate the feeling of driving."

THE RIDE OF YOUR LIFE

TOCA's Raeburn adopts a simpler approach. "Total immersion in the game itself is what's important," he says, "It doesn't matter how badly programmed the game is, or whether it's a simulation or arcade game, top-down scroller or in 3D - If you feel part of the game and feel in control of the car you are driving, then you will probably be having fun." Ask Raeburn to list his favonte games and in between Grand Prix 2 and Colin McRae Rally, you'll find the perfect illustration of his claim: "The car racing section in Die Hard Trilogy, because although the car physics are dreadful, the feeling of involvement is absolutely spot on."

A top-down racer featuring little of what could be termed physics. F1 Circus for the 16-bit Genesis never made if to Western shares other than in its original arcade cabinet (or as a ridiculously expensive import). but it remained a thoroughly involving experience, mainly through atmosphere and attention to detail. Many years before, Racing Destruction Set for



EA's Need for Speed remains one of the few games to convincingly re-create a car's weight

Nowadays, of course, no publishing executive who wants to keep his job would dream of greenlighting a 2D racing game. The move to 3D was a crucial one for the racing genre - it allowed the implementation of the real-world physics models discussed above and believable environments, to name but two immediate enhancements. In fact, so critical was the move into 3D that it could be argued that of all the genres currently

being given a 3D overhaul, raging games have benefitted the most. Raeburn, however, disagrees, "I think all game genres have taken a step closer to reality and have benefitted from 30 -- it's all getting back to this feeling of immersion within the game," he argues. "However, making things work in 3D is a lot more difficult than 2D. The closer you get to reality, the more people compare your game with their own view of reality it's like comparing reading a book to watching a film — the more information you are given, the more holes there are to pick at "

But Raeburn does concede that 3D cards represent the most important evolution of the last few years.

"These have allowed two things to hangen," he says, "Obviously, the graphics have become much more believable and photorealistic, but also, the use of 3D accelerator cards has eased the burden on the main processor, so it can do other things such as more sophisticated car physics and effects."

POWER INJECTION

As a PlayStation developer, Kazunon Yamauchi may not have 3D cards at his disposal, but his conclusion is identical. When we first started developing on the PlayStation. my first impression was the ability to freely use 3D graphics," he divulges. "Using 3D is a major improvement, of course, but eventually I malized that probably the most revolutionary aspect has been the increase in computing power - no matter how many calculations are required, the CPU must always be able to cope."









the race. Cars also ram you in TOCA 2, but usual only after you've hit them first. Each of your 15

rs give you a pretty hard time, make

ed car unless you indicate a mecha are by holding your polygonal arm up in the

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stream in an attempt at retu

you in and give your opponen

whole game

any years ago, racing game Al extended to CPU-controlled cars stubbornly wed a predetermined line, lap after lap ntil the checkered flag came out. As with every er aspect, things are a little different now. ut decent AI, even a combina eccable gameplay, photoreal stic graphics, es amounts to very littl

oor AI is unconvincing. It reminds you that ying a game. In the case of Psygr first F1 title, you're reminded of this every time attempt to overtake in a comer and your nt consistently rams the side of your cle. Now, in Daytona USA, compe reen into you because they want you out of





And the future is all about processing power, with all the benefits associated with this increase. "Visually, at least, we'll probably see racing games with photorealistic graphics in the very near future," says Yamauchi, "As far as computing

power is concerned, soon we'll probably have a machine that'll allow us to make even more calculations. We'll have the hardware to develop the almost perfect racing game."

Raeburn sees limitations. however, "Well, graphics and sound will obviously continue to improve, but in the standard home setup, I don't see much room for improvement in things such as motion feedback or VR helmets - whatever technical innovations happen, they will need to be cheap to have mass market appeal." he warns "The physics used within the game will also improve as processor power increases, but again, this will be of limited use if sensory feedback from the game can't be cheaply improved. However, I would imagine network play will become more popular, especially with the possibility of modern support being included as standard on consoles such as Dreamcast."

another area Mike usscaut gets excited about — understandably so. The potential is missive, but currently things are not quite as they should be. "We're really kind of disappointed with the growth of the hitemet," he laments. "We were hoping it would build faster and be more stable, because once it is, you

Network play. This is

STRUCTURE

g factor between a videogame and a simulation

im-like driving games have long been the domain of PCs, but to assume that those titles would be unlikely to appeal to a consolening crowd because of their complexity is a gross misjudgment. The absence of sim titles on plug-and-play machines has always been a natical issue, and not until the arrival of the 32-bit era had consoles offered processing wer able to deal with the comp models required for simulating realistic car ics. With the technical side taken care of, developers were finally able to release sole titles that had only been previously enjoyed by the PC fraternity. But releasing ns, however complex, wouldn't have been enough to satisfy console owners bred on es boasting a structure far ahead of ovthing seen on PC monitors. Take Need for Speed on 3DO, for example. Essentially an

evolution of the early Test Drive games for Amilga and ST, its realistic-handling vehicles would have amounted to little without superb track design, civilian traffic, police chases, and CPU opponents to add the competitive edge. The resulting motoring cocktall remains one of videogaming's finest driving titles.

It may surprise you to find that the exquisite structure in Gran Furfano, however, was not premoditated. "The structure may have come out in the most ideal way, but this wasn't something it had planned," admits Kazuzoni Yamasuli, GTs producer. It was the result of all the discussions, all the problemsoring and meetings we had. We wanted wanted as many people as possible to play, and we wanted them to play for as long as possible."





can do some great stuff — you can have some real flur rating. Even on a LAN, when we have people getting together, it's great fun namy wheel-to-wheel with guys, and sometimes you do bouch wheels, and it's usually pretty catastrophic when that happens — as it is in real life. Especially when you're maning in Al players, too, because sometimes it's really hand to tall whether the gay in not of you is an Al or a human — they'll both make missibles, whey'll both side out a lite bit, and

they'll both drive pretty hard. But multiplayer is really important in recing sims; I think it's going to be the future. We just want to make sure that we're ready when the internet can handle what we're doing."

GET CONNECTED

And when you look at the multiplayer options in Grand Prix Legends, you can't help feeling that Papyrus is right on track. "One neat thing about GPL is that it's really a



efactor of increases in

rocessing power







Daytona USA (left) was one of the early arcade leaders to support more realistic dynamics. Others, primarily Sega Raily (center) and its sequel (right), have since followed in its tire tracks



e Race Pro: an e cture can severely hinder a promising game

dedicated flying server application, so when you decide to host a race, even in single player mode you're both the client and the server - you have a server running, and the Al is connected to the server, and you're connected to your own server, so you can actually exit. out and start fooling around with changing your setup. The Al is still out there on the track going around even though you can't see it," says Lescault. "What this means is that people can connect and leave as they want while the server is on. And it's mally cool because you could be racing with five AI players, five people from a LAN, and five people over the internet, so you could really have all that for a field of 15, 18, 20 people all coming from different areas, which is kind of neat, and I don't think anybody's ever done that for a racing sim.

"We're pretty excited about the multiplayer options





Power Racing (above)

but we're not going to say on the box 'play over the internet'." he adds intriguingly, "Because it's a racing sim, it's all about crashes, and when you're wheelto-wheel with somebody, even a little bit of latency can cause problems - if you have any more than a quarter to half a second of latency, you're getting into trouble trying to play GPL over the internet, and that's something we just can't control. So we don't want to guarantee people that they can play over the Internet, but we have given them the tools to do so."

So, perhaps predictably, digital racing fans can look forward to more realism: photorealistic graphics, improved sound, authentic dynamics, Internet play for the ultimate opposing Al. and a possible active control system to realistically convey what's happening on the wall-mounted

"But as far as racing games go, you'll probably

see a perfect, flawlessly real example in the very near future" Kazunori Yamasohi, Polyphany Oleitai







f you've already read this issue's Gran Turismo 2 preview (see p. 46), you'll know that Kazunori Yamauchi, the game's producer, was disappointed with the sound in Gran Turismo and wished he'd had more time to ove it so that it matched up to the standards of the game's other areas

With the arrival of CDs as a storage medium nes, the audio reproduction is usually a se of sampling and compressing the real thing. Yet given this relatively simple process in Raeburn, producer of the TOCA series, still feels that not everyone is getting it right. "Sound is often an overlooked part of racing

areas," he says, "Playing TOCA with the sound turned down is a very odd experience when re used to playing it with the volu cranked right up. You lose the sense of being there and feel very distant to the action. Sou should be used to give atmosphere in the buildup to the race and especially to give feedback on how the car is driving during the race (tire squeals, crashes, cars creeping up behind you, and so on)."

games, but is, I feel, one of the most important

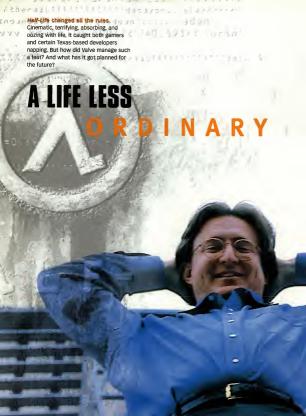
Unable to drive the Ferrari in GP Legends unless the volume is set at eardrum-numbing level, we know exactly what Raeburn means

Plasmatron screen. True, it doesn't sound like an earthshaking conclusion — the same could be said of almost any genre - but then the driwing game is hardly the genre most open to dramatic change. Think of it more in terms of a gradual evolution. Of course, there are some who feel that tomorrow's consoles would be wasted on a simple racing concept, "Such machines will probably be too good for just making racing games, so we may have to think about using such processing power for something else," says Yamauchi. "We should be using that powerful hardware to make other types of simulators, simulators which would deal with humans or the human mind, for example, But as far as racing games go, you'll see a perfect, flawlessly real example in the very near future."

That should be good news to Alain Prost.







Cabe Newell is one of Valve's two co-founders and leaders of the Half-Life project. Next Generation visited Valve's headquarters in Seattle to talk about the making of Half-Life and what tricks the newcomer developer has up its sleeve for the future.

NG: Both you and Mike Harrington, Valve's other co-founder, started at Microsoft, right? GABE: Right. I was at Microsoft for 13 years, and Mike had been there for nine years. We had always been interested in games, but when I really became convinced that they were going to eventually take over as an entertainment medium from movies and television was when I played Ultima Underworld: I just, was stunned at how far games had come.

NG: And then what prompted the decision to start Valve? GABE: I had started a bunch of different businesses inside of Microsoft, so I was pretty comfortable with that. We both had worked on a bunch of different software applications, and we were both sort of at the point where we really needed to sit down and say "Okay we've been doing this for a long time, and we can pretty much pick what kinds of things we want to do. What would we really enjoy more than anything else?" And when it got right





down to it, neither one of us could imagine anything that would be more fun to do than games.

NG: As ex-Microsoft employees, you came to Valve with no direct experience of the games business. Do you feel this fresh approach helped? GABE: In developing operating systems, you get a certain

amount of discipline. You just sort of learn good software development methodology. There is absolutely no doubt that Microsoft and the people who compete with Microsoft usually have much better development practices than a lot of people in the gaming industry, just in terms of nuts and boits things, like thinking through architectural decisions and understanding how to get buys out and stuff like that

But I think in some ways we hought a sort of a



They said the world should be interactive and the story should matter more. People wanted to be in a world. They didn't want to be in a shooting gallery

naiveté that was pretty useful in the end. A lot of what makes Half-Life interesting, we think, is simply the result of doing what the press and game players said they wanted. We read a lot of reviews and talked to a lot of game players and discovered that there was a lot of consistency in what people wanted. It wasn't like there were five totally different directions people wanted to go. They said the world should be interactive and the story should matter more. People wanted to be in a world. They didn't want to be in a shooting gallery

NG: And you don't see many other companies listening to gamers as much?

GABE: It seems like a lot of the developers have a kind of cyrrical and almost contemptuous attitude toward their customers, and somehow, that's supposed to be kind of cool. I think the most extreme example is John Romero's "I'm Going to Make You My Bitch" ads. We, on the other hand, were coming into this, and we were pretty clear

that we desperately wanted customers, you know? Customers are really cool, you know?

NG: Certainly in retrospect, it seems people wanted the 3D shooter to "grow up."

GABE: the's these is this interesting notion that inationally these games are about sort of mastery and dominance, and that's a residy addressmit shrings, in a lot of shooters, the player was the idealliest thing in the word, right. The whole point of the game was to reach the point where you just kild overything. We thought people wared a offerent kind of expendence. That there was a broad suddence that clorify just warn to be the master of everything and the killer of levelything.

NG: So, once you'd worked out what kind of garning experience players wanted, how did Half-Life begin to take shape as a concept? GABE: If d been a big fan of Doom, Doom just scared the beesus out of me when I was oleying it. I remember at 2

Doom just scared the bejesus out of me when I was playing it. I remember at 2 in the morning, just realizing that I was genuinely frightened

in the morning, just realizing that I was genuinely rightened I the wash' like startled frightened, it was simply that I didn't want to move forward arymore. I wanted to go back and just move around in the areas that I knew didn't have any monsters for a wiffle, because moving forward was always very risky and scary.

Then there was this tisphen King novella called "The Mist" I'd been reading, and I remember wanting very much to have something with the narrative richness and characters of the Stephen King story and yet have it be occurring like in Doom.

NOS. And where did the concept go from there? GABEL* We wanted to have a world the was really interactive. If shoot the wai, the wall should change, you interactive. If shoot the wai, the wall should change you interval. Small part in when, he should nur away from it to rise down on the gound and cube, for over if the carry nur away from it, he should yell "shir" or, you show, "fire in the hole" or smalling (lies that. There was just the notion that it was pretly important to make the world ineponsive to what you wanted to a sharp of the shirt of

NG: Most critics and gamers would agree that Half-Life



achieves this spectacularly. The game world seems genuinely alive. So what's so special about the Half-Life Althat makes this happen?

GABE: I think we did what everyone else should have been doing all along. Underneath all of Half-Life's At there is sort of a skeleton architecture that the whole thing is built on top of, and that's just the result of being a good

software design engineer.
And what the soot is give you flexibility to add behaviors and to add new administrations in a way that they can all work together, tike adding the person-to-person conversation stuff, where two scientists will talk with each other or a security guard and a scientrat with talk the each other or a security guard and a scientrat with talk the each other. The architecture totally supported that, even thought that wears' something we originally knew we were going to be able to do.

Fairly often, when playing the game, something would happen and people would say, "Oh, that must have been scripted." Dut no, that was the AI happening, And that's exactly what we wanted. Players should just never be able to tell where procedurally generated world behavor ends and where authored events begin.

NG: it's certainly a great leap forward.

GABE: I really don't think we did anything that someone from MIT would look at and say, "Now, they broke new ground here," but I think we just set a pretty high bar for the complexity of the behaviors in sames.

Not: Dit you always can't to use the Quale engine? GABE: Not at filt We assumed that we vould be developing our own technology But we had good contacts with popels at it, and we relaized that atthough we had a list of things we thought were really important, staff like animation technology and artificial intelligence, as lot of the other game components bein (Carmacci) had arready done nordicity well with the Quale engine, we really didn't need to push those and spend a lot of time challetone.

As it turns out, John was pretty interested in what we were doing. Our approach took in a set of things that he wasn't particularly focused on, so he through it was pretty complementary. It wasn't like we were going to try to reinvent everything he had already done. He was pretty instrued to see if we would be able to put this stuff off.

NG: How much of the Quake code did you end up rewriting? GABE: In the end, probably about 75% of it was

Valve code.

NG: One of the things Carmack said in last month's interview was that in 18 months, you can do either a great game or a great engine, but not both. Do you agree? GABE: I guess I wouldn't really say it in those terms I think what you need to do is know what your game is going to be and why it's an interesting game. Why is this just not another piece of crap copying what everybody else has done? If you start from the sense of what the gameplay is going to be like, you're going to figure it out and say, "Here are the five things we have to do better than anything else, and then here are the 40 things that other people do perfectly well already." Nobody nowadays thinks, "Oh, I'm going to spend a whole bunch of time setting up installation," There are too many people already providing perfectly decent installation packages. So you work out what you're going to work on yourself and what you're going to license in from the outside

GABE. The worst time was back in the period leading up to the original sharping this, where we sold, marked we had a ready rough chaice to make. On the original sharping this does no make. On the orie many, we had won Action from the their at Education seemed to have a to of inneresting technology, Shern ready vouch to have been very injustic port have an according the ready to prior in the first quarter of last year. On the other hand, we write was well were the report where the volume of the control of the volume of the control of the volume of volume of the volume of volume of the volume of volume of the volume of volume of the volume

No. 15 per by, clear you made the night decision.

GABE Now, in recloser, wife mil agen you on hos suin.

But at the time, we go and a bit of skepties rights start in the time, we go not a bit of skepties rights starry or how the customer start in the customer sta

NG: We've noticed that at the end of MaiNufe, there are no individual credits. In most games, everyone from the producer to the tea boy gets his name in lights with a detailed description of what he contributed. What does this breaky of detail tell us about how half-lufe was morely?

GABE. The fact is that we are incredibly collaborative. Part of the problem when we speak with the press is that it's a lot easier to talk booth things when you can say "On, this person did this" and "That person did that." But we've really found we work better when we get a bunch of different people working on things.

NG: This files in the face of a lot of conventional wisdom that says games are best when they're the "vision" of one individual.

GABE: Itoxic that to some popule at other divelopers, the notion of a level being created and authorid by none than a single person strikes them as really went, When we interviewed once propole from some companies down in Teos, they couldn't magne how we don't just collapse into a level go for of this clearing comions or how it maintains any retegy through that pair of the game. You know, why doesn't just become really disturb? But for sur, we really found that the more people got involved, the better the close so.

So at the end of the game when you see the credits, there are no titles for anyone. It's like, "We're Valve and this is our game."

No. And Do you think this istamoon makes shall encode you think this istamoon makes shall encode (AME), in terms of pairing five is an inagelised, one intig GAME is terms of pairing five is an inagelised, one intig GAME is terms of pairing five is an inagelised, one intig GAME is an intig GAME in the interest of the



If you look back at some of the biggest games of the last few years, there are very few development teams or that have remained intact. The Toroh Aalder team is gone, the Duke Nukear team is gone, and the Jedi Knight team is gone. But we really haven't lost anyone off of the Falk-Life project.

NG: So what's next for Valve and the Half-Life team?

GABE: Obviously we haven't announced Half-Life 2 or said anything about it yet, so my comments will be sort of in general or pertaining to future Valve games

NG: Okay sura

GABE: Well, as we progress we think the entities in the same world need to have much richer behaviors.

game would need to rever much notice behaviors. You should have elles, you should have enemies, and you should have beging where it's not really clear which they are Popple you meet in the gains should be unique, and they should behave uniquely Playars should be feeling. "Oh snit, it's hist gay again — he's a real bestand," you know or "This preson a sind of helpful, but last time he chickened out or me." We need to linclude a lot of unique behaviors.

NG: They should evolve more as real people...

GABE: Right, and we need the reactions of these people

We spent a lot of sleepless nights staring at ceilings and saying, "Oh my God, what have we gotten ourselves into?"

to be a lot more complicated. They should come into situations locking at things, but right now their eyes just aren't moving around Then; if something is going on, they should respond to what is happening on a physical basis. And they should comment on it, they should talk about it. It should affect the decisions they're making.

They should also be responding and interacting with count of the regardless of what the player is dring. As much as possible, you should just be able to st there and watch a couple of them interact with each other and still be ententialed by that. Where a very typ for of the interaction of the property of the content of the property of th





around in the room, if there's something useful for them to do, then they should start doing it.

NG: How about from an animation point of view? GABE: There are lots of reasons to have some sort of reactive kinematics in the physics model. I don't think we're going to go all the way toward completely algorithmic animation, which is the direction the Trespasser team went to. That is way too difficult to do at

It's you in there, not some character. We're not trying to get you to be someone else. We're trying to put you as deeply as possible into a world and into an experience

> this point, but definitely, there should be some reactive kinematics. When things are walking up slopes, for example, they should adjust how they walk Team Fortress 2 has this thing called "parametric animation" which allows us to blend together different Kinds of animations like running, turning, and being shot all In the same sequence. And, depending on the specific event, we can blend in different degrees of each

ingredient so it's different if someone's shot by something that does a little or a lot of damage. And your eve will pick that up. Players won't even be able to tell people how they know that a person got hurt a lot, but they'll know

NG: It seems that you're talking about a move away from pre-authored animation...

GABE: You still need to have authored animation, but you reed to procedurally deform this animation by rowing reactive kinematics that respond to whatever might be happening in the game world at that time. You need to be able to have Al, but then you need to be able to say it for some reason, this character ends up in this room and is sitting around for a couple of minutes, he will walk over to the bench and begin putting together this piece of apparatus. And if this other guy is there, he will come over and talk to him. The key isn't to pick either authored or Al-based behavior --- the key is to do both, and then integrate the two as seamlessly as possible.

NG: How else will you continue to evolve the feeling of actually "being there"?

GABE: I think for a while we're going to continue to push in the direction of making the player's character as transparent as possible. We really want to out the player into the experience. We're not going to move in a Sonic

the Hedgehog direction. You are supposed to be the star of Valve's games - it's you in there, not some character. We're not trying to get you to be someone else. We're trying to put you as deeply as possible into a world and into an expenence. We want players to bring as much of themselves as they can, rather than, you know, listening to some voice-over to find out what their character is meant to be thinking

NG: And, of course, as processing power continues to evolve, future games will continue to look better and

GABE: Clearly, just from an engine perspective, we need level detail rendered on models. That will probably happen sooner rather than later. There are so many things that will change on the rendering side. For Hulf-Life, we were limited to about 2 megabytes of texture per scene. We were limited to about 3,000 triangles per scene on models and about 500 triangles per scene for the world. Over all, we were looking at about 3 megabytes per level. This will improve.

NG: What about the multi-player component? Where do

you think you can break new ground? GABE: I think there is this notion that somehow making multi-player games is easier than making single-player games, right? People seem to think that in multi-player games, the worlds and levels can be really simple and that the players have to do all the work to create the expenence for themselves. People seem to think than simply by throwing a lot of players into a room it's going to be fun. It would be nice if it were true, and it certainly makes it easier to get your multi-player games out, but being in a multi-player game with the wrong people can be a terrible, tedious experience.

GABE: It seems pretty clear to us that in the same way people wanted story and interactivity from the singleplayer expenence, the multi-player game should offer a

NG: So what's the solution?

similarly complicated world. Multi-player games should be just as sophisticated as the single-player experience, but with the option of going through it cooperatively with other people. We want it to be a shared, "we're in this together" kind of thing. There may be other groups you run into that you have a competitive relationship with, but people want to go exploring and adventuring together. This seems to be something we hear from people over and over.

People complain a lot that there is no cooperative mode to play through Half-Life. Our sense is that a lot more people would be interested in being in this big. complicated, explorable world if they were able to go in there with their friends. That makes it a much richer experience. Being on the same side with other people and working with other people is fundamentally a lot more interesting to people than viewing the multi-player experiences as a deathmatch experience.

NG: And do you think the success of Half-Life will inspire Valve to even greater feats in the future? GABE: I personally handled around 200 support calls when Half-Life initially shipped, because I really wanted

to know exactly what was going on when people were picking up our game and playing it. And it was great. It was conflarating to have people say, "Wow, this is the best PC game I've played since Doom." That's what we were aiming for, and when it

happened - it's like, nothing else even comes close, I can't imagine doing anything more exciting. [RTE]



XT GENERATION April





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IT COULD ALL BE YOURS....



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FINALS

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punches or minces words, but we also know how to praise greatness when we see it, and recognize and encourage innovation. Are we too generous or too mean? Let us know.

**** Revolutionary

Brilliantly conceived and flawlessly executed; a new high watermark.

**** Excellent

A high-quality and inventive new game. Either a step forward for an existing genre or a successful attempt at creating a new one.

*** Good

A solid and competitive example of an established game style.

** Average Perhaps competent -

certainly uninspired.

Bad Crucially flawed in design or application.

Denotes a review of a Japanese product.

























	Alpha Centauri	P
84	Baldur's Gate The best RPG ever?	P

04	The finest strates	y game since Civi	Ozator
84	Silent Hill A fine little horro	Meys ryarn	itetion
Akuji t	he Heartless	PlayStation	90

Bomberman Racing	PlayStation	90
Civilization II	PlayStation	90
Contender	Haystation	91

Dead in the Water	PlayStation	91
Guardian's Crusade	PlayStation	91

Street Fighter Zero 3	PlayStation
Syphon Filter	PlayStation

Return to Krondor	PC
	-

-		
Wargasm	PC	91

02

It took a while, and it was made by a bunch of Medical Doctors, but great stuff comes from the unlikeliest of places



FORGOTTEN REALMS: BALDUR'S GATE

Developer: Blowere





sights to see around every corner

ole-playing games are the rock upon which the church of computer games was built. Games like Wizardry, Lilbima, and Bard's Tale still make genatric gamers cry tears of nostalgia for those halcyon days when the worth of a game was measured in how



many weekends (and friends) you lost playing it rather than how fast you could move your mouse.

Baldur's Gate manages to satisfy the old gamer's cravings while remaining distinctly contemporary. And it is the first RPG to really take advantage of today's technology rather than merely elaborating on games of

RPGs were at one time meticulously planned, with every detail of a world included on a stack of floppy disks. With the advent of faster processors and the CD-ROM, seemingly limitless worlds



appeared. The logic seemed simple enough: If earlier games with 200 NPCs were good, worlds with 10,000 NPCs (made using a random person generator) would be even better. If a nine-level dungeon seemed like fun, how about an infinitely deep dungeon -- or a game that generated new dungeons every time you played?

Sadly, the artifice of these

bulked-up RPGs was immediately apparent to the player. After talking to NPC number 20, which was outwardly similar to NPC numbers one through 19 but with a different name and a new hat, players knew at once they were wasting time in a world bursting with sound and fury, but signifying nothing. As a result, these gargantuan, stale promontories were invariably

tossed, and gamers began to yearn for the days when the Woodheads and Garriots of the world actually planned out every part of a game in short. RPG fans began to long for

One of the megnificent temples in the geme. Bloware has made the gods from TSR's Forgotten Realms Integral to the story

actual game design. Fallout set the stage, but

Baldur's Gate finally delivers what RPG gamers have been locking for, however, as we've said, it doesn't stop there. The game uses five CDs to deliver what ends up being a huge amount of gameplay all in a beautiful world. Every map has

We seriously can't imagine how Bioware is going to outdo themselves in future titles, but we can't wait to find out

preplanned events, and every area has cuests, sens, tricks, and traps in short, the game has been completely designed from heat been completely designed from heat. Sacked on thos of that, though, is the ability to play the entire game with firefall. We're not taking about a special destimation mode or a multiplicyed durigeon either — every second of the strigle-player seprence is available in the multiplayer mode, an innovation this is entirely new.

an innovation that is entirely new for RPGs. Not only do new technologies

allow the game to be the first real multipliager RPC, but they also allow it to be one of the first that's deeply replayable. It's unlikely that blogers will see the entire game during that first playstrough. Add to that multiple valvage to solve several of the problems in the game, valving from playing sty to using brute force, and you have a recept for at least two completely different explanences.

The interface is a melange of old and new. Point-and-click is the name of the game, with a clock running in the lower left corner, When you enter combat, you have



the ability to stop the clock and

mediculosity plan your characters' moves. At the same time, the game possesses a fluid and intuitive realtime mode of action that is very satisfying. The game plays well both in realtime and in paused settings, though the harder battles are nigh impossible without pousing the game.

And while the good interface, the multiplayer functionality, and beautiful graphics all make Bablur's Gare stand out, it is the enormously satisfying role-playing elements that make it a real



wriner. The primary quests are engrossing, many of the side quests are amusing, and the story of who your character is and why he or she is on this journey keeps you guessing. We're especially pleased to say that the ending of the game manages to avoid insine fantasy clichés and left us hungry for more.

The only problems are the few bugs that keep the game from running smoothly and the absolutely awful pathfinding. Commanded to move across the map, characters will find something inconvenient to get stuck on, even if they have to run to the neighbor's house to borrow it. In addition, the game's core multiplayer design is at first confusing (not to mention distracting). However, a dedicated team working together will master it. These flaws aside, the game never, ever becomes dull, and each chapter (there are seven) is more exciting than the last. We seriously can't imagine how Bloware is going to outdo themselves in future titles, but we can't wait to find out.

In fact, we're so looking forward to new adventures in the Forgotten Realms that we've found ourselves no longer pring for the good old days of wazardy, Uttima, and Bard's Tale. The longs are dead. Long live the king.







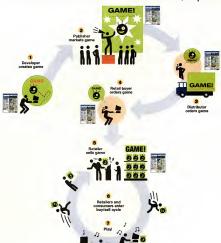


the geme ends immediately the CG movies and cut scenes are entertaining and well don-



Putting together en effective perty (then making sure they ell stay elli long enough to grow more and more effective) is one of the game's

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Sid Meier creates yet another masterplece in this game that, at a glance, looks all too familiar



SID MEIER'S ALPHA CENTAURI

Publisher: Electronic Arts Developer: Firexis





the new technology advances and strange doodads are interesting in themselves

A t its core, Alpha Centauri is planet, with vasily different technologies and unit types which is both its greatest strength and most inherent weakness. The game's structure is almost

exactly the same as Civilization: "nutrients" instead of food, "Terraformers" instead of settlers, and so on. The layout and interaction of each of these elements is very familiar, and Alpha Centaur is an expansion and retooling of those core gameplay values. Alpha Centauri is a Civ. game through and through, and while that's not a bad thing, that first blush may disappoint some, thinking they've just bought the same game in a new set of clothes. Continuing to play, however,

reveals myriad differences that run deeper than cosmetic. To begin with, the colonists of Alpha Centaun are divided into seven different "factions," But while in Civilization there was little difference in playing as, or against, the Americans or the Zulus, in Alpha Centauri each faction has a distinct personality, as well as differing strengths. weaknesses, and starting abilities. The Stepdaughters of Gaia, for example, are so in tune with the



om a different publisher, but re's no doubt as to Alpha uri's pedigree



otherwise vicious native "mind worms," but their pacifist nature leaves them militanly weak. The complex ways in which the factions interact make diplomacy and negotiation far more important than in Civilization. Add in at least four different ways to win the game. including conquest, diplomacy, economic dominance, and transcendence (the next stage in human evolution), plus multiplayer options, and the number of victory



the best way to run the per ngs get very complica

However, there are some problems. The icons and graphics have a lot of detail, which is a mixed blessing - the map often becomes so cluttered with cities, units, solar collectors, and terrain bonus markers that it's virtually impossible to tell what's going on. Also, while the new technologies are interesting, the connection between tech advances and their effects -"Polymorphic Software" gives you artiflery units, for example -- is,

Still few things will warm a strategy fan's heart more than seeing Sid Meier's name on a box (and Brian Reynolds' name tucked innocuously on the credits page). Now go away, we're going to spend the next 48 hours trying to evolve beyond human thought







The company that brought you Metal Gear Solid comes up with another - very different - masterpiece

SILENT HILL

Publisher: Konomi



The action is intense, but it's not necessarily the primary source of gameplay. Explorati and storyline are much more

ever the one-trick pony. Konami saw its most recent success with the phenomenal Metal Gear Solid. The game showcased the company's ability to not only masterfully utilize the PlayStation hardware, but also create an effective marriage between story and interaction. showing how good a game can be at involving the player with more than gut-level action. With the release of Konami's Silent Hill, the company takes storvine and character development one step further and successfully strikes

could be passed off as nothing more than a Resident Evil done, with the same horror backbone and action elements as Capcom's groundbreaking series But in reality, the two games have little in common beyond a shared horror premise and a few similarities in puzzle play. While Resident Evil's emphasis is firmly entrenched in the schlocky Bmovie gare of the '60s, Silent Hill plays more like a perfectly paced piece of surreal. literary horror fiction from the late '70s. Believable characters, a mercilessly bizarre storvline that

out into bold new territory. On the surface, Sillent Hill



The effective use of light an darkness throughout Silent Hill ovides a good amo ver for the buck



spent searching for Cheryl in the

never lets up, and an incredibly well-developed sense of dread that pervades every nook and cranny of the game make Silent ANI a truly realized work of imagination, joining the ranks of games like infocom's Lurking Horror and Valve's Half-Life. As small-town writer Harry

Mason, players take a trip to the resort town of Silent Hill and are quickly propelled into a nightmare when daughter Cheryl mysteriously disappears after a car crash. The rest of the game is



The grotesque imagery and bizarro premise take the ideas pioneered in Resident Evil one glant step beyond the horror threshold

surreal landscape of Silent Hill. The formerly crowded tourist spot has been transformed into an abandoned ghost town harboring demons and inexplicable events that hint at something beyond Harry's original quest, Corpses line the streets and corridors of familiar buildings, and the murky daylight abruptly shifts into the darkness of night at the simple opening of a door or turning of a key. Things are never quite what they seem at any point in the game, keeping the player guessing at what will happen around every corner. The mood is perfectly enhanced by loud thuds in the middle of empty rooms or by the spooky sobbing of an unseen child in a dark hall.

Every trick in the book is used to perfection in order to create a





tic camera angles prov a great amount of cinematic



concentrates on exploration

constant feeling of dread and terror that can actually be physically felt when using the Dual Shock controller, which pulses with Harry's hearthest when he becomes injured or intensely frightened. Add to this the use of a pocket radio in the game that allows you to hear enemies before they appear and the game actually creates a very tangible sense of fear But the most impressive technological feature in the game is actually the most Important. With most of the game taking place in the dark, Harry uses a pocket flashlight that can





ng a sense of dasparation and solitude throughout tha game as ads in immersing the player in the game's eerie universe





be turned on or off at the touch of a button. Using the small flashlight provides a limited range of vision and succeeds in creating a steady amount of suspense by plunging players into a constant battle with the unknown. But beyond the gimmicks and

technological feats, the best thing about Silent Hill is the believability of the game's lead character, Harry Mason, While this isn't a feat in itself, the way in which the game shows how an average Joe confronts the extraordinary goings-on really endears you to him in a way you just don't feel about the larger-than-life superheroes in games like Duke Nukem or Tomb Raider, Harry's exceedingly clumsy with weapons, has horrible aim, and reacts to many of the events in the game in ways that we might find ourselves reacting. There are no infinite bazooka rounds or grenade launchers for Harry - just his wits and an array of ordinary weapons to defend himself with. And it's this genuine connection with Harry and the game's other characters that deepens the immers iveness, making the events

feel much more real and hence, much more terrifying. Throughout the game there are only a few stumbling blocks Out-of-place puzzles that iar the realism of some of the environments threaten to spoil the mood that Silent HIV masterfully creates, white the good amount of slow-paced exploration will likely turn off players looking for the thrill-kill instant gratification of the more action-oriented Resident Evil series. But neither of these flaws even comes close to negating the real strides made by Konami in creating a game that so perfectly fleshes out a concept. Games that not only surpass their predecessors but also genuinely capture the imagination like Silent HIV does don't come along nearly often enough. No gamer can

that lessen Silent HIV's appeal.







tly lilustrated with the use of CG cleamas as well as

AKUJI THE HEARTLESS

Publisher Developer:

incredibly well.

Crystal

w ith Legacy of Karr on the horzon, Crystal Dynamics has taken a turn into the dark underworld. of voortoo with its latest action title. Akuji the Heartless Utilizing the game engine from Gex Foter the Gecks. Akus couldn't be a further cry from the bright, cartoonish camp associated with Crystal's famous mascot, instead. Akuli travels darkly lit passages leading through the bowels of hell, searching for a way to return to the overworld and wreak vengeance on those who murdered him. Not exactly Saturdaymorning kiddy stuff, but Crystal Dynamics has carried off the transition

Traveling through a long series of

imaginatively designed and beautifully realized levels, Akuji is able to wield various spells and slash away at Surprisingly intelligent enemies. Puzzles figure into the gameplay in the form of the usual switch-hitting and item-collecting, but due to the way each area is designed, the task never seems too tedious. Visually, the game is a dark wonder with Crystal Dynamics taking the rarely traveled path of a colorful-but-highlyatmospheric vision of hell, rather than the typically gloomy gothic architecture used ad nauseam it's this fresh approach to the standard platform adventure genre that gives the game a boost in the right direction.



or colorful lighting be keep Akuji the Heartless from being too dark and gloomy

But the game does have its share of problems, most notably in the control. With a minimal amount of animation lent to moving around, movement appears sloppy when jumping and too slow when running This translates into tough precision jumps and a tricky time

outmane wenny certain enemies. The camera, while highly improved from Gex Enter the Gecko's bizaire angles, is still too slow to stay ahead of the action. But with a one-button, overthe-shoulder view, the cameras are never as much of a problem as the sluggish controls. Crystal Dynamics has certainly provided gamers with a solid action

title with enough imagination to please those who possess a penchant for the macabre. Yet the rough controls and an mations keep Akur from truly stepping into the genre's limelight

RATING ★★★☆☆

BOMBERMAN FANTASY RACING

Publisher Developer: Hudsonsoft

ith the success of mascot racing games on N64 (Diddy

Kong Racing, Marlo Karti, PlayStation has long been in need of a title of the same caliber it's a niche Atlus and Hudsonsoft's Bomberman Fantasy Racing would like to fill, but the title doesn't guite get there.

Taking the popular bombtossing hero from his usual labyrinthine environment and placing him atop a pastel-colored animal on a race course is a big leap, but a few familiar features soothe the transitional ache. The game takes place on a set of six courses (and six mirrored courses once the game is completed) You can race as one of eight different characters from the Bomberman universe, set atop cute, but temperamental, creatures that control much like vehicles - but have set stamina limits that slow them down if you push them too hard. It's similar to the Chocobo racing sub-game in Final Fantasy VII and forces players to keep an out on acceleration and their chosen "vehicle's" stamina meter

As expected, weapons also factor in, and different power-ups can be bought from the shop between races or acquired on the track during a race. Bombs, skates, power gloves, and a few other

trademark Domharmon washons are available and are used pretty much as in traditional Bomberman games The tracks are all bright snow or sand, and course designs are erratic and tricky, keeping the game just a step above the difficulty level for the market in seems to be aimed at: the quickly growing 12-and-under audience.

The learning curve is high and would be daunting for the younger set. But while the game may not he the choice for the kiddles it may also turn off veteran racing fans with its lack of real physics and its twoer-arcade controls For all its cuteness and quirk, the somewhat stiff digital controls and tough tracks of Bornberman Racing make it a choice for fans and racing veterans only



no Mario Kart, but it ain't bad

CIVILIZATION II

Publisher

A ithough consoles seem to lend themselves to fighting and action sames over deep strategy



experiences releases like Command & Conquer and WarCraft 2 have done well enough to prove that there is a devoted, if limited, audience for them How appropriate, then, that the finest of all strategy games should find its way to PlayStation



Console strategy games don't get any better than this: Civilization II comes to PlayStation in all its glory

Like the PC version which was #4 in our 50 greatest games of all time (NG 50). Civilization // on PlayStation gives you the daunting task of developing a civilization from the ground up and leading it from the stone age to the space age Every minute detail, from exploration to city construction to technology to religion.

is under your control - yet the design is so elegant that the game never becomes tedious, and you're slowly drawn into an ever-expanding world of construction, notities, and war, in fact, there are so many variables involved that it just begs to be played over and over again just so hundreds of different options

The PlayStation version is

remarkably fashful to the PC varsion. Of course, the interface has been redesigned, but it's ourte intuitive for the standard controller and is easy to learn (unlike the poorly thought-out version of the original Civilization that surfaced in the late days of Super NES) Unfortunately, the graphics have taken guite a hit due to lower resolution, but this doesn't affect the game much. Speed also takes a bit of a hit, especially when your civilization reaches a large size, but it's tolerable and never bogs down.

Ownall, Giv II remains one of strategy gaming's finest hours and is a welcome addition on PlayStation. For those who are willing, it's a game of limitless possibilities.

RATING ****

CONTENDER

Developer:

Internetive

ever, it seems, has a game aimed so low, and missed even that goal so spectacularly. Contender is everything we dislike about poorly done games, and, in fact, it rightfully eams the maniker of being a flast generation" game.

The problems with Contender start as soon as you try to play While hoxing is by no meens the most complicated sport, in this game it has been simplified to the extreme so as to appeal to a more "arcade-action" audience. Unlike its closest cousin Punch Out, however, which relied on strategy and personality for the majority of its appeal, Contender relies on the simple formula of punch a few times, block a few times. repeat. To add some much-needed variety there is also the obligations super punch, which, of course, hurts much more than a normal punch, but it's easily avoided. Just imagine a videogame version of Rock 'em Sock 'em Robots with a few minor "virtual

pet" perks and vou'll understand the hell that Next Generation went through to bring you this review

In the game's favor, there are guite a few boxers to choose from find iding several woments Unfortunately the first-generation graphics engine used for the same leaves characters looking blocky, with huge seams between joints effectively removing what little personality they received in their design phase. Of course, it goes without saying that the animation is

just as bad, with lerky hand-animated motions that do little more than suck the little remaining life out of an already lifeless game

From the uninspired graphics to the sloppy and ill-thought-out

gameplay, there is nothing in



Contender that stands out as being particularly good and guite a bit that is actually painful to experience. Sony should be ashamed of inflicting this abomination on the gaming public.



Did some wise guy make a joke about how no boxing game could be worse than Knocknut Kines? Well, try playing Contender

DEAD IN THE WATER

Publisher:

ASC Developer: Player1

ead in the Water is Twisted Metal on water or a disstructive loe Capades for sentimental fans of Death Rape 2000, in this game, the rules are simple' Destroy everything for money and points it's a mysterious race that takes place every year somewhere in the Bermuda Triangle, and the grand prize is the revelation of an aze-old secret. But the winners have never been seen again.

What Playert has done well is mire the game in a victous, grim sensibility that will certainly disturb average gamers. What it hasn't done is actually build a decent same

White there's a fantastic sense of speed, it's usually ruined by awkward turns in the courses and even the occasional full-screen slow-down. White the wave mechanics and explosions are sometimes amazine displays of deed-on physics, mostly they're erratic and inconsistent. The standard metal soundtrack isn't by any means complemented by bad music production, and the sound effects and character voices are some of the stupidest ever

moved bag, with the straight battle races being the ultimate lure. But in

A decent-looking 3D polysonal game, Dead in the Water overall is a any case, steer clear of this shipwreck



how limited it is

GUARDIAN'S CRUSADE

Published Activision Tameoft



Quirky and interesting, Guardian's Crusade is charmi enough to be a keeper

he PlayStation library is certainly growing in diversity, with an increasing variety of cross-genre titles as well as games that cater to more niche markets. So the timing of Activision's release of Guardian's Crusade seems right on the money. A quirky RPG with some breeding sm. elements, Guardian's Crusade (titled Knight & Baby in Japan) excels in simplicity and charm As a small-town knight, you

stumble across an orphaned baby monster in the forest, then receive a vision warning you to bring the baby back to its mother in God's Tower. Graphically, Guardian's Crusade is a

simple, vet unique, character designs and backdrops Battles are also diever in that random enemy encounters are replaced by the ability to see them wandering the field and evade them if desired, much like SaGa Frontier or Chrono Tragger. But the really clever twist is that enemies change shape and appearance in relation to their strength. Smaller enemies will run from you and pose little threat, while bigger enemies actively pursue the player and pack a wallop during combat: As you go up in levels, the relative threat of different monsters will be reflected in their physical appearance - a very inventive touch rn a turn-based RPG

clean, high-resolution treat with

Storywise, Guardian's Crusade doesn't really break any new ground. but the characters are strengthened by the quality of the game's translation. With a dose of humor. guirky dialogue, and memorable characters, the game plays like a familiar trip through welcome RPG elements without tedium. Plus, the ability to alter elements of Baby, the monster, by feeding it and treating it differently during battle also adds a new layer of interaction to the same

Considering the competition from more well-known RPG brand names. Activision has done a fine job with Guardian's Crusade by swing the title charm and polish. Nice one.

RATING ****

STREET FIGHTER ZERO 3

Publisher: Developer: Capcom

hile Capcom's Street Fighter series of games has always been the high-water mark for 20 fighters, the lack of innovation in each successive title has kept the series in a comfortable, if uneventful, groove With Street Fighter Zero 3, this has all changed. Capcom may have outdone itself with the most playable and innovative fighting game since the original Street Fighter (I

The key to SFZ 3's success comes from the fact that Capcom has pulled out all of the stops to make sure that every aspect of the game has been refined to perfection indeed, every complaint that players have had over the years, from turtling (blocking a lot) to throwing, has been addressed, and plenty of new

features have been added on top of that. For example, at the beginning of each match, players can now select from three different kinds of super moves (called "isms"), and there is now even a limited amount of 'air lugging" in the game for those who are adept at stringing moves together. With more than 25 characters to choose from (including all of the characters from both the Street Fighter II and Street Fighter Alpha senes, as well as some new additions), there is an almost unlimited amount of renigy value

For those who prefer to play single-nlaver Canonin has added an excellent story-based mode, where you fly around the world fighting different characters and earning experience and moves in an almost RPG-like fashion. There is also a mode for those who have the Japanese PocketStation, in which you can

download characters and train them to fight other PocketStation-wielding opponents. One thing is for certain there is no lack of content in this title, and between beating all of the modes and finding all of the secrets, players will be occupied for a long time. Admittedly, the game has lost a

little animation in the conversion to PlayStation. Unless you are really looking, however, it is not noticeable and doesn't detract at all from the feel of the game. Most importantly, unlike some other recent Capcom translations, the same never slows down. However, Street Fighter Zero 3. with all of its home-version-only features, is perhaps the finest home translation Capcom has ever done. Add to that the fact that this is the best Street Fighter yet, and you have a must-buy game.

RATING ****





e of you who still love to fight in 2D will find Street hter Zero 3 a godsend

WCW/NWO THUNDER

PlayStation

Publisher THO Inland Productions



:W/WWO Thunder is the latest, and quite possibly the last of THO's wrestlers

ust like any other sports franchise, and here we use the term "sport" loosely. THO's line of wrestling games has been updated with another release This year the line has moved from Altro to Thursder, but with the addition of a case march and more weestlers, it seems as if a lot of the progress is

merely superficial The core gameniay in Thursder feels a lot like that in Nitro, Moves are simple and animations are basic. which limit the deoth of the game but make it easy for a beginning player to jump right in. As in the previous

version of the same, you can leave the ring, grab spare items to use as weapons, and even receive help from an affed wrestler when in trouble. If you're so inclined, you can even change allegiances at the player

The case match is a fight to the firsh with no outside help at all. One has to wonder about the fans during the case match. Where did they all so? For some unexplained reason. the case match has absolutely no background, and yet the action still seems to slow down

One be downside to Thurder is the lack of a four-player mode. What fun is the Battle Royal if you can't duke it out with a large group? The omission seems like a glaning

oversight.

Thunder is a worthy purchase if you absolutely must have the latest WCW/NWO rosters While the improvements made in Thunder aren't terribly significant, they do make it a worthy upgrade from Mitro - but they don't put Thunder at the top of the wrestling pile just yet it's good, but WWF Warzone is still number one

SVPHON FIITER

Publishar

989 Studies

e've seen a lot of third-person games in the last year, and there are sure to be many more in 1999 Syphon Filter is one of the first of this new crop, and it manages to stand out due in part to some slick stylistic cinemas, an involving storyline, and most importantly some good, high-

intensity action What keeps Syphon Filter ahead of the pack is that it actually manages to keep the player involved all of the way through the game. As Gabe.

Logan, anti-terrorist agent extraordinaire, you must work your way through several levels featuring a wide assortment of objectives that are



Syphon Fifter is one of the better third-person games this year — of course, it is only April

deverly tied into the plot so that they don't stand out as nuzzles. Memorable moments abound, including defusing a hostage situation with a night-vision sniper rifle or chasing a terrorist through active subway tunnels. Unfortunately, most of the time the action isn't very challenging and players will tend to get stuck trying to find one of the many mission objectives hidden in the shadows. Having to stop and wanter around with the flashlight does tend to break

up the otherwise excellent page

Although moving Gabe around still feels fairly slippery (leading to several deaths), the mechanism that Eldetic created for targeting enemies is excellent Using a lock-on button, Gabe will aim at the nearest enemy no matter where he is. This allows players to pull off such maneuvers as shooting behind themselves while running or taking a sniper off a root it does simplify the game somewhat, but it makes you feel much more like a secret agent with some talent rather then a mindless drone that has to constantly pivot in place to shoot a single bad guy

With unique gamenlay a hight story, and some genunely existing moments. Syphon Filter is one of the first quality action games of the year and well worth a good look.

RATING ★★★☆

Apri

The best thing about Wargasm is its title — the rest just isn't that

n Wargasm, your task is to win back land using a sort of global hotodeck that simulates combat while welding real national economic consequences Your forces consist of soldiers tanks and helicopters. Control of these units ranges from first-person shooter to combat vehicle simulation to realtime strategy. So as you might guess, the game suffers from a sort of identity crisis.

The main problem is poor unit control. In RTS style, the top-down tactical view has a clumsy interface. For direct control, you choose between five variations of joystick and keyboard input, all fairly limited. Worse, you can forget about remappable keys, analog throttle support, or even mouse use

Graphically, Warsasm looks very similar to incoming, but on a much larger scale. The audio effects are well-done, and while the musical score is immersive, even that burts more than it helps - changes between tracks often lock up the game for far too long and make it unplayable if the CD is in the drive Where Wargasm delivers is in

the experience of battle itself, it's pretty satisfying stuff, but this is a very challenging title - actually. make that frustrating, Each nation you conquer provides more units with better technology, but first you've got to face that technology vourself with inferior equipment. Beyond fighting against heavy odds. though, there really isn't much else here - very little strategy and zero resource management. Even "Multiple Wargasm" (the multiplayer component) isn't as exching as it sounds: It offers deathmatch only. which can get old pretty quickly.

At the end of the day, Wargasm has a clever moniker that makes you take notice. But even that was stolen outright from a song by thrash grif band L7, and it's a shame the game doesn't live up to it.





RETURN TO KRONDOR

Publisher: Developer: Pyrotsohnix

ans of Betrayal at Krondor have been waiting for another Krondor same for years. Based on the Midkemia novels written by Raymond E. Ferst, the license was let go after the initial poor sales of Betrayer. However, Sierra got the license back, and the result is finally a secuel to one of the best-loved role-playing games of the past several years. But not all those fans are going to be terribly pleased with what they got.

Return to Krondor does a lot of things right - the story is excellent, the graphics are superb, and the combat is exciting. The backgrounds are prerendered, but your party is fully in 3D as you wander around the city of Krondor and then into the Knigdom's wilderness. Fighting is turn-based, and there are enough options to afford a number of different strategies. In most cases, the camera can cycle through several different positions to let you get the best view, but unfortunately you can't always do this during normal ayrilaration, and the committee controlled camera anales make some

navigation confusing But RPG fans will also be disappointed with the linear storvine. Most of the game involves the classic errand-boy type quests, although there are the occasional acts of heroism. such as saving orphans from a burning building. These side quests take place one after another, and you can't progress to the next part of the same until you've accomplished your assigned tasks. Ultimately, however the biggest problem is length. Average gamers will finish inside a week, while harrionre gamers will be rione in a matter of days. Considering the rigid linearity of the game, there is little to no replay value, which means small bang for your buck. The game is welmade, and the plot will keep gamers on the edge of their seats, it's just too bad they won't stay there very long



THIEF

Publisher:

Eldoe Interective Developer: Looking Glass Studios

hief is yet another example of a first-person action title with a twist. The hook is that the player is a master thief in a medieval world of sorcery and 19th century technology Gameplay emphasizes stealth and intellect over blazing guns, as most Quake clones do. From level design to sound design and weaponry, everything in Thief requires the player to be sneaky

To do that, a thief has to have the right gear, including water arrows. fire arrows, and a sword, but most importantly, a sap that players can use to sneak up behind guards and knock them out cold. Water arrows are also an important commodity, as most of the action takes place in

corndors dimiv lit by torches that can be doused by a guick splash. A visibility indicator at the bottom of the screen lets players know how easy it is for guards to see them. Guards can also hear thieves as they travel over varying surfaces that make different amounts of noise. Thief has perhaps one of the best implementations of hardware-accelerated sound design. and players will definitely want a DirectSound3D-compatible card to take advantage of it Graphically. Thief can't compare

to Unreal or Half-Life, and sneaking about can get repetitive. Thief is also very difficult, and players should plan on dying often as they explore. One of the most curious design decisions

occurs at the end of each level. Once players reach the final objective, the mission simply ends, rather than having the thief sneak back out again. past the still-unconscious guards. The past year has seen a

number of outstanding first-person shooters, most notably Unreal and Half-Life. While Thief doesn't have the graphic or narrative flair of these two games, it is still a fun game to play. The sound design, level design, and gameplay are all top-notch and a worthy addition to the genre.





ish it doesn't catch the eye like Half-Life or Unreal. Thief or off enough interesting twists to more than keep you coming back

ADVANCED STRATEGIES

How designers play their games

SILENT HILL: PART TWO

SYSTEM: PLAYSTATION PUBLISHER: KONAMI DEVELOPER: KONAMI

INTRODUCTION

in NG 51, we ran the first helf of the walkforcugh for Konsmi's Skert Hill This month, we'll finish off the garrin, but keep in mind — there are several different endings het you can expension. The following guide will take you straight through to the finish of the game, but it won't give you any finish or secrets regarding the

three other endings you can get by enabling cernam "Regionits" located in different areas of the game. What they are, and how to get them, is left for you to discover in addition, there are also a few secret items this open up once you complete your first game and play through on a gold "Next Fear" save.

THE FAIRY TALE LIZARD



Once you access the area beyond the spiked turnings in the besterner i, you'll enter an automatic delivator that will fower you down to a fleey bethely own? This is Herry's first conformation with a loss creative. The delivery during first sight is to shoot the tarder hand comply their soo has to much plats open not need a high set of year. Once the farming platform in the center of the moon to gain some delivers between you and the learn's order to turn, their arm and begin shooting.

When the lizard's yaws begin to open, it will slowly chase you down. When it gets nearest to you, its jaws will stretch wide.

opin in attimpts to iswallow you whole Malle are to to take the filteral as bitly standings wit, then accepted set, when it coses in White the year opin, it will large a bit forward, so make sure to Reep a set obstance by skepping a file was book. When its series a file visition by skepping a file was book. When its much report is works, they well placed shodgen boths strength who who is threat. When they would begut party and he the mortation much when is coprined as wide as possible, the fight will be over a suit one bit. If fly own one work of your party they be over a suit one bit. If fly own one work of your party they consider until you have a since a exactly the right moment (Only the Streigh will down from one port Case you like.)

THE GIRL IN THE BLUE ORESS

After defeating the Feiny Tale Lizerd, you'll be automatically transported to the Bellis Room of the original School building transported to the Bellis Room of the original School building A woman in a blue dress will appear momentarily before clasppearing in her place, she'll leave the K. Gordon Key, Pick is up and out the Bellis Room Harry will hear church belts, which means that someone in bown must set the after Red out the

stars to the first floor and save your game in the Infirmary was the Redeption Desk and read the paper lying on the stable You? I be able to note that. Clordon is a teacher at the school who tives in the town. Harry will automatically make a note of it on the City Map. Exit the School and head out onto the cliff streets.

THE TEACHER'S HOUSE

As you set the School, head down Brathury Street and make a sharp left into the alleyway running behard the houses along Law Street. At the fourth comdor leading into the backyards beyond the passess, take a right and open the track space to K. Gordon's house You'll automatically use the K. Condon Key to enter the house through the back door inside you can save your game. There's nothing else to do inside the souse, so exit through the front door and head south to flexibury Steet.

BALKAN CHURCH

in order to reach the Church, you'll need to take Bloch Street. Once you arrive inside the Church, you'll meet up with a strange old women. She'll tell you to "follow the path and hea

to the hospital "Once she leaves, pick up the "Flauros" and Drawfundge Key on the after You can also use the Notepad ad near the entrance to save your game.

CENTRAL SHENT HILL

Once you're ready to brave the streets again, head out to the asserte encreasesy leading out of the residents section of SSRH MIL. When you reach the Dirabertage, head to the brage control tower on the right-lead side of the walkany. Orth up to the section stowy and entire Not up the Shopping Area Map of the desk inside the one side the Dewnloge key on the control panel near the front wordow it has will ower the bridge allowing you to entire Online Skitch Hill.

This area of fown is beining with zomble wildfife, so you'll have to use your dust, fir dodge routine, but you crement white bearing in the Police Station along Sagno SI. Make your way inside and effort the side room in the building. There's a chelikboard with some cryptic clues written on it the nichtly for a charge, not blood; that each.

Drockurs and available in select propert Stort Hill

Raw material is White Claudia, a plant peculiar to the region Manufactured here?

Dealer — manufactured?

There's also a weird memo on the desk that reads

Conorier Seals called

Listenty Officer Conorier membered

Apparently died neturally

But, medical records show Officer Gucol had no prior
symptoms of heart disease.

There's nothing else to do in the Police Staffon, so exit and head for the Alchemilla Hospital in the south section of the town. Once you make in there, head through the double gates and inter-through the double doors on the right-hand side of the building.



the Hospital Map on the bench near the the Reception counter to save and heal continue through it. You'll meet yet Dr Kaufmann has been keeping guard began. He'll chat with Herry for a bit. hand. Next, head through the door

main area behind the Reception Desk, the Examenation Room and head through the door leading into the east half

When you emerce, take the first open doorway directly to the right of where you exted, inside the office, pick up the Hospital Basement Map lying on the desk and move through the south room. Pick up the Basement Key off the hallway Enter the next set of double doors leading to the kitchen. Pick up the Plastic Bottle from the corner counter,

something specific Behind the desk. and you'll notice a smashed glass vial Use the Plastic Bottle to pick up the remaining liquid, then ext

Use the Basement Key on the doorway in the hall leading to the stancase Regin your descent into the lower realms of the hospital - and make sure to have your flashlight ready When you emerge, head through the only open doorway directly to the left of the spaintage door You'll find a Generator

You can go back to the first floor and save your game, but afterward, hop second floor. The doors are locked, so get into the elevator again and head to the third floor The same situation occurs with the double doors being locked, so get into the elevator one more time. When you attempt to press the buttons, you'll notice that a fourth floor has menu It's not mapped out on the Hospital Map, so go ahead and prepare









notice that the building has suddenly transformed into a nightmare version of its former self with rusted walls and blooded gurneys strewn about The structure of the fourth floor is exactly the same as the second and third floors on the the doors along the next two hallways are locked with the exception of the exit doors, so simply run the length of the two

Climb down the stancase all the way to the first foor. When you ext, duck through the double doors beyond the bethrooms Your first objective in the first-floor hellway is to find the Director's Room that sits just before the stanwell near the elevator Inside you'll find a Notepad to save and replensh your health. Make sure to pick up the red Queen's Plate on the table.

Ext the Director's Room and head to the second floor using the staircase accessible on the first floor Make your way and take note of the stone boards at either end of the hall. The board at the north end of the hall is blank, but the board near the passage to the right hand hall has a list of five names on it.

> 35 tycle Findly 60 Trayor F White 18 Albert Lords 45 Roberta T Morgan 38 Edward C Briggs

There are two other rooms open in this hallway The one room at the far north end contains a set of tentacles guarding another card Plate on the wall You'll need something in Order to clear the tentacles and reach the plate, so remember the location for later The other room can be found on the right. hand side of the hall Inside you'll find a door puzzle and a set. of clues on the wall which read

> "The clouds flowing over the hill" "The clear sky on a sunny day" "The tangernes turned briter" "The lucky four-leaf-dover" "The violets in the garden." "The dandelors on the madude" "The sleeping time which has visited me" The flow from a slashed wrist."

Examine the door puzzle and you'll find the slots for four accompanying places, You don't have all the plates yet, so exit Take the stars to the third foor and enter the hallway

Take out the lurking nurses and duck into the bows' bathroom to the right. Inside, cick up the blue Plate of Turble sitting on the windows if Return to the half and head to the left-hand door at the far north end of the comdot inside, you'll find a nurse guarding a pink steel plate on the wall. There's nothing you can do at this point, so exit the room and head into the next open. room down the hall You'll now be inside Room 302. There is a Notepad and a working VCR inside, so make sure to save your game and head back out You'll find an empty birdcage siting in the center of the next open room on the left-hand wall. While there's nothing you can do with either the VCR, the Birdrade or the Steel Plate at this point, remember them for a later puzzle

in the game it's time to explore the east hall of the third floor Head there through the center double doors. Once you enter the new half, duck into the first room to

the right guarded by double doors, inside, make sure to pick up the Blood Pack sitting on the far set of shelves. Reenter the half and head to the room (Room 306) two doors down. Inside, pick

Return to the second floor Nurse's Room and head into far left room with the tentacles Inside use the Blood Pack near the tentacles and you'll be able to distract the monster long enough to grab the green Plate of Hatter from the wall behind #. Return to the Nurse's Room and approach the puzzle plate on the door leading right. In clockwise order, place the plate pieces in the slots starting with the Plate of Turfle (R) unit Plate of Hatter (Green), Plate of Cat (Yellow), then the Plate of Queen (Red). The door should now be unlocked, allowing you access to the east hall of the second floor

Once you're in the east hall, head through the double doors to enter the Prep Room through the double doors to the right. Head into the addrning room through the next set of double doors and you'll be in the ICU room. Pick up the Basement Storgroom Key from the table inside, then exit all the way back to the hallway. Head up the hall and duck into the double doors to the right between the two single doors, inside, Return to the first floor of the hospital and head through the single door at the far north end of the hall before the

You'll be heading down the starcase to the Basement Once you enter the Basement, head straight across the half to the Basement Storercom and use the Storercom Key to enter examine the cabinet sitting against the back corner If you're positioned between the comer and the cabinet, you'll be able to push the shelves to reveal a wooden door in the wall

Enter the new room and you'll find a grate covered by my Alcohol on the grate, then use the Lighter to set it ablaze The Head through the grate and down the small half below.

Enter the next hallway and immediately make a dash past the nurses to get through the rusty skiling door along the left-hand wall. The second hallway harbors six doors and a few murderous nurses. Make your way through the first door to your immediate right. Pick up the Videotape sitting on the col inside, then ext back out into the hallway. Head for the last door on the left-hand side of the half and enter. Harry will sense that someone has been in the room just recently A picture on the machine next to the bloody cot reveals a

picture of a girl that closely resembles Cheryl. The girl in the picture is named "Alessa" Pick up the Examination Room Key sitting next to the picture, then exit back out into the hallway. and make your way all the way back to the first floor of

Head into the office room to the right of the locked double doors leading back out into the lobby Avoid the mad doctor inside and use the Examination Room Key to enter the adjoining room. Inside, you'll find a scared nurse cowering beneath a cot in the darkened Examination Room. Her name is mehtmare mirror world of Silent Hill. After a short conversation with Lisa, the world abruptly changes back to daytime.



THE ANTIQUE SHOW

You'll awake in the murky slow of the Examination Room, but Lisa is gone Dahlia Giflespie has returned, instead, to provide you with a few more cryptic dues as to your mission. She'll also drop a green key on the desk near the door Once she's gone, pick up the Antique com Head to the Receptors/Lobby area It's finally time to ext the Hospital

Head out onto the streets and follow Simmons St. all the way north until you reach the Green Lion Antique Shop past the Séent Hill Shopping Center Head shrough the open doorway and down the steps to reach a locked door. Use the Antique Shop Key to enter Inside, you can use the Notepad and collect a few goodies. Examine the stone wall in the back of the shop and you'll find that moved. Push them out of the way and a

As you are inspecting the hole in the wall, Cytril will walk into the shop. She'll tell you that she saw a girl that looked like Cheryl "float" across the gap in the aschalt at the end of Bachman Road. The information puzzles you further, but the urse to explore the area behind the wall presses you to move on With Cytal covering you from the shop, the corndor to a small alcove through the next doorway You'll find a room with a small after inside. Pick up the Axe on the wall, but there's little else to find in

As you attempt to exit back out to the shop, the altar auddenly goes up inflames The vision fades out and you find yourself back in Alchemilia Hospital with isa at your side

use tells you that you had been having a bad cream and goes on to answer some of your questions concerning Dahlia Gillespie's pryopic comments. She tells you that Dahlie had lost her child in a fire several years ago and had lived the life of a hermit ever since But before you can get more information from Lisa, the room fades again and you wake up on the floor of the

Save your game and exit the shop altogether. Once you make it to the street, head to the left and stick to the buildings. until you pass a chain-link gate covering the entrance to the

Shopping Center There's a tear in the gate, so duck through You'll find yourself in the destroyed hull of the town mall

Head for the escalators, but before you can ascend, a nearby wall of television monitors lights up. Once the cinema is over, continue up the escalators and head to the left. Fater the small shop near the bench along the railings

inside the Jewelry Shop, pick up the ammo, then save your game. Dot and head left. As you approach the enemy lurking in the darkness just out of your sight, the floor falls out from under you

THE CATERPILLAR

After landing on a patch of sand far below, a large caterprilar emerges from the ground. Equip the Shotgun or Handgun and watch the floor. The creature will surface in a random area, crossthe floor, and dive deep down below the sand. When it surfaces, clear away from the line it travels in and keep shooting at it. You can pick up the Hunting Refe sitting in the broken window alone the wall on the left-hand side of the room. Avoid getting hit by the surfacing enemy and dodge the red beams it will

occasionally shoot out at you, as well The fight isn't too tough, but you'll have to use a good stash of ammo to finally get the Caterpillar to dive for the last time. Once you've defeated the boss, it will make a successful escape out the far window in doing this, the Caterpflar provides you with your escape route to the outside world. Head through the broken window to emerge in the back lot of the

Shopping Center.

FINDING LISA

Once you reach the back lot, head to the right and follow the chain-linked street around the twisting maze of floating windmills. You'll emerge on sagan St. heading west. Follow Sagan until you reach Crichton, then turn left and follow it all the way to the Alchemilla Hospital The road is treacherous and filled with gaps and monsters, but this is the only path to the hospital. When you reach the Hospital, head inside and go directly to the Examination Room. Lisa will be waiting for you inside. She'll voice her fears and ask you not to leave. After asking her about

alternate routes to the lake, she'll remember that the Sewers near Midwich Elementary School were rumored to lead all the way to the Resort Area where the lake is After refusing your offers to let her accompany you on your journey, she tells you that as scared as she is to stay she somehow feels that she'll be in danger if she leaves the hospital. After the onema, leave the Examination Room, then head out onto the streets once again.

THE MOTH

meet Lisa. You can't head left or right but can only run up the steps directly across the street from the Hospital. The staircase leads up to a water tower on the roof of the Post Office, and it seems the caterpillar you encountered earlier has finally blossomed into a sissentic moth

The fight with the Moth is fairly easy if you can keep your

cool. Use the Shoreun or Humany Rifle to take shore at the More. but make sure to keep a good amount of distance between you both. Use the water tower as a wall to evade the red projecties. that the moth emits when it attacks. Simply keep moving, and after the moth attacks, counterattack with several rounds of fire It shouldn't take more than a couple of well-placed rounds to

TO THE SEWERS

Once the Moth is defeated, the nightmare world suddenly transforms back into the dimivitit daytime. Head down the staircase to reach the streets if you need to, use the Notepad in the Reception area of the Hospital to save your same When you're ready, head back to Old Silent Hill, which lies westward, across the drawbridge. Once you enter the residential part of town, you'll be shown where to go on

your map, then a quick cinema will take you there automatically The gate guarding the Sewers is locked, but you can break the lock by equipping either the Steel Pipe or the Axe. descend into the Sewers

THE SEWERS

Once you enter the Sewers, follow the first turned until you reach a fork in the road. To the right is a locked gate, so head left. and follow the path, You'll pass a bridge leading to the right, but keep running until you reach the end of the walkway. Pick up the goodies sitting on either edge of the sewer duct, then head down the right-hand walkway Follow the walkway until you reach a gate. Head through and follow the corridor all the way. around the winding sets of sewer generators. You'll eventually end up in an open office of sorts. Pick up the Sewer Map from the desk inside, use the Notepad if you need to, then make sure to lift the Sewer Key from the opened cabinet on the wall Commue through the right-hand door and follow the pathway until you reach the next gate You'll automatically

unlock the gate and find yourself in the central area of the Find your way south to the first locked gate you encountered when you entered the Sewers. Use the Sewer Key and pass through the gate. Follow the path and continue.

heading south until you reach a ladder leading up to the Dileye of the Sewers Once you reach O level, make sure to pick up the First Aid kit to the right, then head south until you reach the split leading to a dead tunnel to the right and a long tunnel to the left.

and taking a few swipes at it. Once the lock is broken, enter

and find the open manhole on the ground. When you're ready,

Head down the long tunnel as it heads east and then ultimately south. When you reach the end of the tunnel, head to the right since you don't have the key to open the exit to the left. You'll need to unlock a senes of three gates along the wide tunnel, but when you make it through the third gate, examine the dead end of the path. In the water just beyond the walkway, you'll find a Sewer Exit Key floating in the red-stained water Pick it up. Once you do, a horde of sewer lizards will emerge from water You don't need to fight them to escape if you're fast

Backtrack all the way to the east through the three gates gate Now you're home free. Use the Notepad near the ladder if you need to then climb the ladder to reach the Resort Area

THE RESORT AREA

when you emerge from the Sewers, you'll find yourself in the Lake Resort area of the town. Make sure to explore the sutted building sitting next to the area you emerse from in order to pick up the Resort Area Map and a few boxes of ammo

follow the road west. Suddenly, the sky grows even darker and the mad changes into the nightmansh steel-girdered world that

infiltrated the Hospital and School, What's going on? You get the feeling that the situation has grown even more senous, but you have no choice but to continue onto the Lighthouse. Past the East and West Garages, head south along the pier and down the flight of steps at the very end. Cross the wooden plank that leads to the deck of small boat. Enter the double doors to pass

THE LIGHTHOUSE



Inside, you encounter Cybii. She's safe, but hasn't a clue as to what's happening. During the conversation, Dahlia Gillespie makes another one of her grand entrances. She'll urge Amusement Park to the west of the Resort Area as well as atop the Lighthouse. The mark of Samael is being completed mo quickly than either of you thought. Cybil offers to stake out the Amusement Park, while you check out the goings on at the Lighthouse, Shortly thereafter, Dahlia Gillespie leaves as well Save your game and exit through the door to the side of the

From the poat, follow the piet, which zigzags across a series of staircases. When you reach the Lighthouse, you can use the Notepad to save your game Climb the spiral staircase to the top of the Lighthouse, but you'll find it's too late You'll catch a gimpse of the young woman in the blue dress before she disappears once again. The Mark of Samael is freshly imprinted on the roof but there's nothing you can do about it Climb back down the Lighthouse and backtrack all the way to Sandford Street

TO THE AMUSEMENT PARK

you'll discover that the road leading directly to the Lakeade When you enter, you'll see a brief cinema showing Cybil in Amusement Park has been obliterated, so you'll need to find an some major trouble. Climb down the ladder and pick up the alternate path to find Cybil Search along the night side of West Sewer Map hanging on the wall. The sewers leading to the park are fairly straightforward, short, and very easy to navigate Sandford St. to locate an open sate leading into a yard filled with manholes. One of the manholes is open, allowing you to enter a Simply refer to the map if you get stuck. Once you reach the exit small set of sewers leading to the Amusement Park ladder, you'll be able to climb up to the Amusement Park

CYBIL



With no enemies in sight and only a few structures still standing. the Amusement Park provides you with a nice respite from the monster-filled Resort Area. Find the Food Stand. There's a Notecod on the back counter of the stand, so make sure to use it. And the broken Merry-Go-Round in the park Once you find it, climb the short steps leading onto the floor

of the ride. A cinema shows Cybil waking in a wheelchair and walking towards you. From the look in her eyes, there's something very wrong with her. She'll attempt to gun you down, then the real

possible Two shots from her revolver and you're dead, so make

sure to heal up every time you get hit. Take a couple of shots at her when her back is turned. She's pretty slow, and you'll have a chance to recuperate whenever the Merry-Co-Round starts up When it stops, Cytal will hop off the ride and begin her attack again After hitting her enough times, she'll run out of bullets and

Her new attack is a simple whack with the back of her hand. Don't underestimate her strength --- she's tough and will do plenty of damage if you don't check your health from time to time She'll also attempt to strangle you, but this does no damage There are different ways to end the battle, but for the sake of this

BIESSA

Once the fight with Cybil is over, you'll encounter Alessa in the flesh. She'll evade your grasp until the Flauros begins to glow in your pocket. The object will automatically be activated and Alessa will be struck with a beam of light which renders her nowerless. At that moment. Dahka Gillesnie will annear and chastise Alessa as if she were her own child. But surprisingly

and the two will disappear as mysteriously as they appeared.

With even more questions than answers, you'll only have a brief moment to mourn the loss of Cybil before the world fades amund you and you wake up once again in the Examination Room of the Hospital

NOWHERE

AS YOU regain consciousness, you'll awake in the Hospital Lisa is patiently waiting by your side, and she'll reveal some new fears she has about her involvement with the strange events at the Hospital. She'll abruptly leave the room to solve the mystery. Follow her through the door and you'll find that you're no

longer in the Hospital, but in a new area of the game's "other world "You'll automatically ride to the basement in the elevator to find yourself in a series of hallways and rooms that mimic places you've visited at different points in the game. The first that have specific names scrawled on them ("Phales." "Ophiel." "Hastth") Head through the door to the left of the Phales door and use the Notepad to save your game

Next, return to the half and enter the door between the Ophiel and Hagith doors. Head down the stairs and you'll enter a room resembling a Classroom from the Midwich Elementary School: A desk in the center of the more has a few lines of

grafitti scrawled on it, but simply head through the door on the opposite side of the room. In the side room, pick up the Pliers and Screwdriver from the table and backtrack to the main hall. Enter the door to the right of the elevator you entered on

You'll find a key wedged into a faucet at the back of the room. Use the Pilers to free the Ophiel Key from the faucet, then head back out into the half. Use the key to enter the Ophiel door near the Hagth door You'll enter a second hallway with a familiar set of stone boards on either end. One of them will display the "Onm Reaper's List" you remember from your first trip through the Hospital earlier in the game

Before you begin the Grim Reaper's puzzle, enter the room first door on the left next to the double doors. Inside you'll find an astrological puzzle arranged along a steel column in the back of the room. Examine the plates along the sides of the room and you'll find pictures of astrological arrimals above a specific number. The numbers refer to the order in which the puzzle refers to each sign. Therefore, Libra is set at "0," meaning you begin your count at Libra. Approach the steel column and there-



















are three more astrological pictures with a set of numbers beneath them that you can choose from The left-hand number pad shows a picture of the goat for Capricorn. Press "3," then examine the middle picture, which shows a bull for Taurus. Press "7" and move to the final picture of a Scorpion, Press "1" for Scorpio and the blue Stone of Time should fall from the steel column. Pick it up and exit the room

in the hallway, examine the two stone boards at either end of the half. The south board is the Grim Reaper's List, while the previously blank stone board at the north end of the half will give you a clue as to what the board means. Examine the letter plate near the door next to the Gran Reaper's List. You'll find a list of letter buttons Enter in "A-L-E-R-T" which stands for the first letter of each patient's name in order from youngest to oldest. The door will unlock

Pass through the connecting storeroom and head into the far room to pick up the Amulet of Solomon. When you reenter the storeroom, Lisa will be warting for you. To avoid any spoilers, we'll kindly skip to the next part of the game. Make sure to reenter the storeroom to read Usa's dary, which is string in the center of the floor When you're ready to move on, backtrack to the main hall

Head to the Armque Shop room next to the door of Phales and use the Stone of Time on the clock near the entrance. The face of the clock will break, giving you access to the Key of Hazith. Use the key to enter the double doors at the far end of

You'll find that you now have access to the elevator. Use it to reach the second floor of the building. When you exit the elevator you'll find yourself in the west wing of a set of two hallways. Enter the farthest left-hand door to find the room with the familiar Steel Plate on the back wall. Use the Screwdriver to protected by a set of electric wires. Return to the half and pass through the sole door on the night hand well. Inside, pick up the Camera from the desk, then ext

Use the double door next to the bathrooms to enter the east hall. There is only one room open to you in this hall, so find the second door on the right-hand wall and enter You'll find yourself in the Jewelry Store Pick up the Crest of Mercury and Ring of Contract from the broken display counters, then make your way all the way back to the elevator

Take the elevator up to the third floor to discover yourself in a familiar area with a small altar. Two locked doors lead off to the left and right, but you need a specific button combination to unlock them both. Examine the paintings on either side of the alter, then use the Camera to highlight sets of symbols etched into the two canvases. Each symbol must be entered into the corresponding door to unlock them. Through the left hand doot, you'll find the Birdcage Key siting on the far chair. Through the right-hand door, you'll find a Health Drink and a strange botany book it reads

hallucinogen. Ancient records show it was used for religious

Continue through the door to the left of the non-working elevator and you'll find the birdcage. Use the Birdcage Key to



grab the Key of Phalog hanging inside Exit the room and you'll finally be able to enter the Door of Phaleg. Through the last door, you'll discover that you've entered

a hallway that looks a lot like the second floor of the Hospital Basement. Enter the first door to the right and you'll be in the lotchen. Use the Ring of Contract on the refrigerator chain. then pick up the Dagger of Melchior Exit the room and enter the second room on the left

Pick up the Arikh from a nation the wall. But the room and enter the second door on the night hand side of the half You'll enter another storeroom. Pick up the items from the shelves, then open the bag of Jellybeans on the far shelf The bag will break open and then the Key of Bethor will drop on the ground. Pick it up, then enter the adjoining room to the

In the AV room, use the Videotape from your earlier trip to the Hospital Basement and place it into the VCR. You'll now be able to watch the unabridged version of the tape, which shows a desperate Usa describing one of the patients under

Who is she referring to? Exit back out to the hall and use the Key of Bernor in the first door on the left wall. Cut the power on the generator so that you can return to pick up the electrified key on the second floor Backtrack to the first hallway and find your way into the second floor hall by entering through the double doors along the long wall of the half. Find the room with the Steel Plate, and you can now grab the Key of Aratron from the recess in the wall Return to the basement hallway and use the key to enter the third room on

When you enter, you'll expenence a flashback. Once the scene has faded, pick up the Disc of Qurobouros from the

machine to the right of the bod. Exit and head through the last door in the half to the left You'll enter a child's room, filled with fairytale books and crayon drawings. Use the Notepad to save your game, then

examine the wooden door at the back of the room. Use the Dagger of Melchios Anids Disc of Curobouros, Amulet of you're ready, head through the door and into the unknown

FINALE

On the other side of the door, you'll witness another vision of Dehlia and Alessa strugging at the top of a starcase, After the vision dissipates, head down the starcase to descend into the final area of the same Depending on which flaggoints you enabled during the course of the game, you may have a different ending sequence, complete with a different end boss. The following bass strategy is for those who followed the welkthrough mesculously with no diversions

Once the fight begins, make sure to simply fire off as many shots as possible at the boss, but be careful to stay mobile for

the saries of electric beams that she'll fire off in a row You can tell when the attack is about to commonce when the plantants begins to collect around the boss. Keep moving around the orcumference of the room to outrun the lightning storm, then return to your pattern of fire once it subsides. The boss is tough and will most likely outlast your ammo When you get a chance, ram into the forcefield protecting the boss to weaken its defenses. After enough damage is inflicted to the boss, she'll succumb, and you'll successfully finish the game. Now it's up to you to discover the other endings. Congratulations.





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ENDING

Next Generation, a link to the past

Intellivision Lives!

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ore than 15 years after the Mattel Intellivision imploded (almost taking the creator of Barbie and Hot Wheels down with it), a group of the original programmers and designers have released a stunning Intellivision compilation on CD for Mac and PC. Although. with only three million units sold. Intellivision has never held the same kind of place in the national

consciousness as the 2600 or Apple II, during the early 1980s it was the most powerful home console around, and many of its games are classics that cannot be found elsewhere.

The disc, Intellivision Livest, features a wealth of information about the system, including more than 50 playable ROM images. There's also a multimedia history of Mattel Electronics, biographies of

the creators of Intellivision and







Retroview by Source Kent, author of a forthcoming book on the history of woleogeness

THE BOYS FROM THE DARKSIDE -PART 2

S of Atari Corporation, had a am Tramiel, the last president heart attack shortly before the company merged with JTS I asked one of his old associates what he thought about it. He responded. "You know what's strange about Sam having a heart attack? I never knew he had a heart."

The Tramiels, family patriarch Jack Tramiel in particular, were masters of hardball business. They were famous for allegedly stretching payables to suppliers sometimes to their suppliers' demise. They had a reputation for ruthless cutbacks and unbelievably meticulous cost-cutting practices As the heads of Commodore and Atari, Jack and Sam routinely sorted through their executives' travel expense reports to make sure their companies were not billed for non-essential expenses

or overly generous tips in restaurants. The Tramiels' style of business was not entirely uncommon in other industries, but in the wild-spending videogame industry of the 1980s, people took

it personally. Nineteen eighty-four was a cataclysmic year in the home computer industry. It began with Jack Tramiel, the founder of

Commodore, leaving his company under unpleasant circumstances At the same time, Atari was struggling to right itself. Atari stock plummeted at the end of 1982 when Atari CEO Ray Kassar announced that the company had not reached its sales projections. The company's fortunes got worse the following year, and a new president named Jim Morgan was hired. Morgan began his tenure with huse cutbacks, trimming the company's buildings dramatically and cutting its American workforce

from 9,800 to 3,500 while sending

3,000 manufacturing jobs overseas. When the company still reported huge losses, Warner Communications, the company that purchased Atan from founder Notan Bushnell, decided to pull the plug. In the end, it sold all of the company except the coin-op division to Jack Tramiel for \$240 million in promissory notes based on future earnings

Speculation on why Tramiel purchased Atari varies. Some people feel he did it to get revenge on Commodore, others think he did it to bring his sons Sam. Leonard, and Gary together, still others think he did it to make one last financial killing to ensure his family's future fortunes, Whatever his reasons, Jack Tramiel's dark reputation preceded him as he arrived at Atari.

Everybody was expecting something draconian to happen When they first walked in the

For each same there is information about the development process, packing art, any interesting bugs or Easter eggs, instructions, and, in most cases, a playable ROM. Unfortunately, many licensed games couldn't be included in the package (AD&D fans take note:

The unreleased Adventure is

identical to AD&D) Overall, the presentation is excellent, although the hyperlink navigation can be a little confusing, Still, those interested in Intellivision can find almost every question they ever had answered, as well as massive amounts of trivia and nostalgia. The emulator is also well-done; games can be played from inside the multimedia presentation or straight from the

emulator. What may be best about

INTELLIVISION LIVES From emulations of sames THE HISTORY ATHE HARDWARE entations about the cames and the people who made them A THE SOFTWARE Intellivision Lives! delivers A THE PERPLE the package is how well it captures what was clearly the amazing atmosphere that existed at intellivision --- the battles KOOL AID MAN against marketing, the practical DURING HIS FT jokes, the all-nighters, and, above all the commitment to making cool games. Intellwision Lives! is easily equal in quality to any of the Namco Museums or Midway collections, and at less than

building, someone got on the P.A. system and did the line from The Empire Strikes Back, I think it went, "Attention, Imperial storm troops have entered the base."

Kelly Turner Former Atari Employee

Jim Morgan may have cut Atari's payroll in half, but this was a simple trimming compared to Tramiel standards, Jack appointed Sam as president of the company and the two of them set up offices in the corporate headquarters. People who witnessed their takeover described them as tireless and mercless Within a short time. Atarr's worldwide payroll was

reduced from 5,000 people to Everywhere they looked, the Tramiels saw excesses they could cut. Marketing was a typical example Commodore operated with a slim 25 employees in its

1,500.

marketing department. Atan had when the Tramiels arrived, Jack Tramiel reduced the number of secretaries, engineers, and administrators dramatically The "Tramiel Fire Sale," as one employee described it, was not restricted to the wholesale reduction of jobs. Atan's new management sent crews to evaluate the company's assets. Carts filled with computer and office equipment soon lined the walls Equipment deemed unnecessary was either sold off or stolen. According to one exemployee, equipment theft reached onic levels.

\$30.00, it belongs on the shelf of

every Next Generation reader. More information can be found at

http://www.intellivisionlives.com

It's funny, I was actually in Greece the day that Atan sort of went tapioca and was sold to the Tramiels, so I missed it. The way I had it described to me, it sounded like the last days of Vietnam, where people were pushing

helicopters off of aircraft carners so they could get the fighters down because the fighters were worth more than the helicopters. Well, it sounded like the same thing at Atan Stuff was just flying out the doors and out the windows. If it wasn't natied down in the last couple of days there, people were walking out the door and stuffing it in their cars. Steve Race

Former vice president Atari Europe Division

Atan, which had gone from being known as the fastestgrowing company in American history to being labeled as the albatross around Warner Communications' neck, was about to catch a nde on an allnew roller coaster. This one however, would end the company's existence once and for all. Next Month: The Fall of Atari

Letters

Notes from a mail dominated society

found a major error made by ld Software in your interview about Quake III. On page 41, when Lead Designer Tim Willits is talking about character classes, he says, "But it's great being the heavy guy because you can survive a real good shot to the head and keep on playing," But then on page 43, when you ask Willits, "How about GoldenEvestyle hit-specific animations, and location-based damage?" Then Willits/you say that "The designers feel they slow down the game and aren't noticeable enough to be worth it." Doesn't that just contradict what Wilits says about the "real good shot to the head"?? Or were you/Willts talking about the hit-specific animations? I would appreciate it if you could clear this up for me. Thanks!

Melvin Chu HacksMSO@sol.com

Well done, Melvin, Willits responds: "There is no locationbased damage. What I should have said was, 'the heavy puy can take a couple of direct hits." I was lust trying to be more graphic and violent." Spoken like a true level designer.

can't believe it. Man I'm hummed. Lam a loval reader of your magazine, as well as a subscriber for at least four issues.

and yet my name did not appear on your Hardcore page (Wthrough-Z) in the February issue. According to my alphabetizing calculations, I should have appeared between Eric Wise and Joshua Wise. That was my one shot at immortality and you guys fumbled the ball I have an idea, I remain a

dedicated subscriber, and next month you guys devote an entire page to my name. I'm not an egomaniac or anything-it's just that I'm really super into myself Greg Wise

Hmm... Instead of a whole page.

how about we nont your letter. The entire hardcore ad campaign was generated from a subscriber list that was current when the campaign started, way back in the middle of last year, meaning that if you subscribed after the ads started running, you were out of luck, Sorry We'll figure out another way to immortalize our subscribers this year, though, we

o offense guys, but I tore out your top 50 list and used it to wipe myself But everything else is as delightful as a warm, sunny spring day, MaguasRAGE@aol.com



No, there won't be hit-specific reactions or location-based damage in Quake III, but there will definitely be very big guys

Okey-dokey We'll just let that stand a) as testament to our paper quality and b) to represent the opinions of everyone who disagreed with our

couple things about your "Fifty Best Games of All Time" list, First, why 507 Why not the ever-popular 100 best games of all time list, especially since you had the creative sense to include PC games in it? Did you really think 50 was enough? Second of all, was this your "The Most-Fun-to-Play Games of All Time list" from your viewpoint, and you merely made a mistake in calling the list "The Greatest Games*? And were you also thinking about the most influential games when you said

"The Greatest Games"? I'm



It was basically, "What are the too 50 games we would play, if we had every game ever made in front of us," However, that wasn't as catchy a title as "The greatest games..." so we went with that instead

hy do game producers give a hint that a sequel of a game is going to come our when the original has only been out for about a month? One such case is South Park, It's only been out for a month, but there is already an announced sequelt

Alex Goodmen alexgoodman@hotmail.com

Usually if a company can tell a game will be hot, it will start on the sequel well before the first game is finished, to cut down on the time between initial release and the sequel. That's how Eidos manages to get a Tomb Raider game out every 12 months instead of every 18 months

ou guys printed a letter in issue 49 from a reader who was counting polygons in a



Yun, another South Park same is pretty much a sure thing

Lionhead Studios screenshot. The reader couldn't see how the "citizen" could be made up of only 12 polygons. With clever texturemapping (and alpha-blending), some camera tricks, and highquality art, one could easily assemble a body out of 12 polys. Legs- two each, arms- two each. torso- two, head- one, neck- one This provides for basic articulation at the major joints as well. Remember, Lionhead's counting polygons, not triangles

Eric P. Miller ericm@engr.egi.com

Good point. We've been staring at heads ever since we ran the story. just finished reading the top

50 list in the February 1999 issue of Next Generation Correct me if I'm wrong (but I'm not), but is that a pic of Quake I, not Ouske #? That made me wonder if Quake II was fifth on the list or Quake I? We all make mistakes. Tke when I play freeze tag in Quake II and keep pushing a certain player named kitty(gsx) into the lava just so she can frag me into a people-cicle.

kingevi@optonline.net

In fact, an artist incorrectly put a Quake I shot in there, not Quake II. We've made this mistake before but branding a "II" over the eye of that we don't make it again.

company responsible for the cult underground games called Wercraft and StarCraft?

Eugene V. evisions Bringhthaws.

air-fornce.net

just picked up the February issue of Next Generation.

Did you guys retainer the preview of Darkstone refers to Dakba as "Vestwood's Intelly booolia".

honor belongs to a little-known

dungeon crawl"? Now I realize why you guys don't sign those reviews.

We would like to apologize to Blizzard for accidentally crediting Diablo to Westwood. The offending editor has had acid tossed in his face.

n NG 50, page 101, you state that the game 7/wsted Metal 3 was published and developed by EA Sports. But this is entirely wrong, 989 Studios published and developed this game, not EA Sports.

entirely wrong; 987 Studios published and developed this game, not EA Sports gamy598 Rexorts.com As Electronic Arts, 989 Studios, and hundreds of readers let us

know, the credit (or more accurately, the blarre) for Twisted Acetal 3 belongs with 999 Studios, not EA. We were going to toss acid in the face of the edition who made the mistake, but we already did that, so instead we made him play Twisted Metal 3 again. [NTIB]



Ah Tetris ... really, does it get any better than this?

Lat read your interview with harronds Sadaguch ("The Man Bethrid the Fantasiss") and, the Firal Fantasy series being one of my favorire series of games of at time, I can't help but worder with you don't sak — or at least imply — the question, "Will there be a Final Fantasy for the Dreemosst?" You asked Namoo, why can't you asked Namoo, why can't you asked Namoo,

Martin Weisenburger ebsolutezerox@ hotmail.com

We did, but we cut Mr Sakaguch's rather predictable answer (it was along the lines of "We have no plans to announce anything about that right now, but thanks for asking") in favor of putting in more useful (and interesting) information

just got my subscription copy of NG 50 in the mail vesterday, and as a true NG devotee, I quickly looked up the last page of the top 50 games article. Unfortunately I found what I had feared and predicted for so long Mario was in place 3, Zelda in place 1, and runner-up was still Tetris, When you guys published your top 100 list a while back, I told my friends that the next time NG published a greatest game list it was going to be Place 1: Flavor of the Month, Place 2: Tetris. It doesn't take a rocket scientist to see the pattern here.

I'll admit Zelda is a kick-ass game, but within two years it will just be another high point in game. history and nobody will want to play it because the interface will be outdated, the graphics considered sub-par, etc. Terris, on the other hand, will still be used as a demo for the Game Boy (which they'll be selling until Judgment Day and then some) and people will still keep a copy of it or one of its close derivatives on their desktop (I know I have mine). So please, next time, take this into account: A game that is supposed to be the greatest of all



Just as with every interview, we didn't print every question we asked Hironobu Sakaguchi — some answers are just duli

time (and the whole century, decade, millennum, etc. sig is getting old) should be replayable within five years, and I can't see Zeldis fulfilling that role. Can you? Collean Callehan kickin/72@uff iedu.

Keep reading ...

hank you for placing Tetris. at number two in your top 50! This game often doesn't get the credit it deserves. You will probably receive complaints from many readers about ranking it so highly Oh well. As you said, it really is the "essence of gameplay at its most basic," in fact, Paritney has stated in interviews that the number of Tetris piece shapes is seven because that is the number of items that the average person can keep in short-term memory (the same reason that phone numbers are seven digits.) Not only that, 7etris may be the only videogame that has been ported to pretty much every game or computer platform.

What's more, it can be considered a "Zen meditation exercise" — according to one article, "Tetris significantly raises cerebral glucose metabolic rates (GMRs), meaning brain energy consumption soars. Yet, after four to eight weeks of daily doses, GMRs sink to normal, while

to eight weeks of daily doses, GMRs sink to normal, while performance increases seven-fold, on average." And don't forget that *Tetris* was pretty much the killer app

was perty mitor to be that any that made all those initial sales of the Game Boy. All in all, pretty amazing for such a simple piece of software. Lastly, thank you for not mentioning all those trashy Petr's sequets and np-offs that merely ditude the perfection that is the onginal Teins.

Karl W. Rainsch kreinsch@Radix.Net

Thanks for the letter Now, Karl, please, do us a favor Email Colleen and tell her it's OK Tetra didn't get #1

ssue 50, page 21, there's an error while listing the Nintendo characters in Smash Brothers: Her name is Samus, Metroud(s) were the creatures she fought. Also, on page 53: Diablo is Westwood's big hit? I believe that

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In Issue 53 Next Generation goes behind the scenes of the Lucas empire to bring you an exclusive report on the making of two *Episode I* games.

The Force will be with us. Will you?



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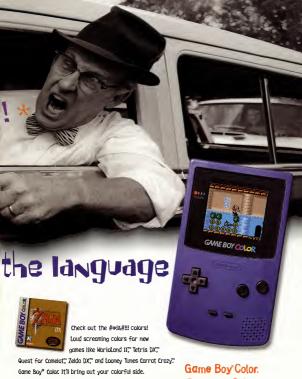
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